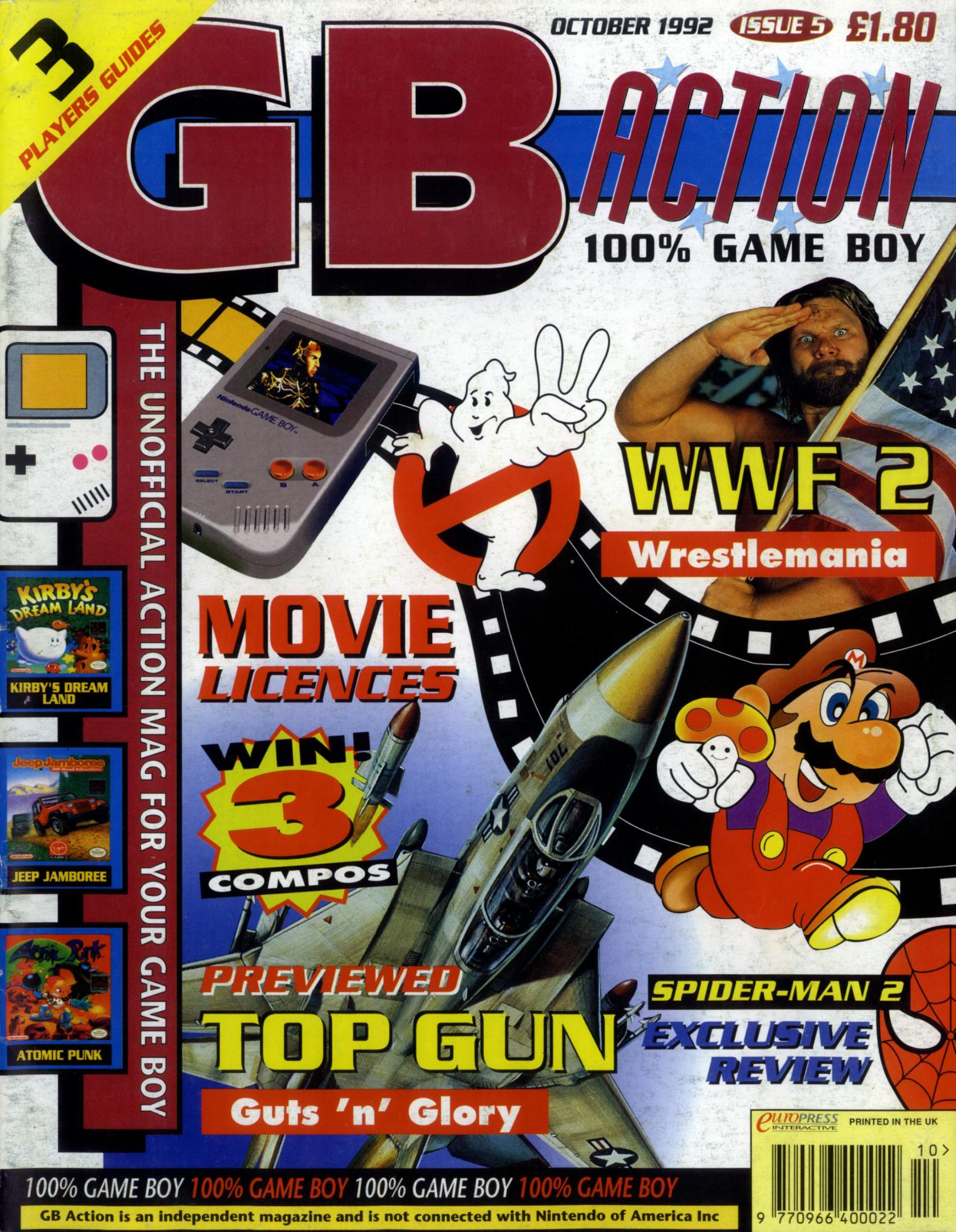




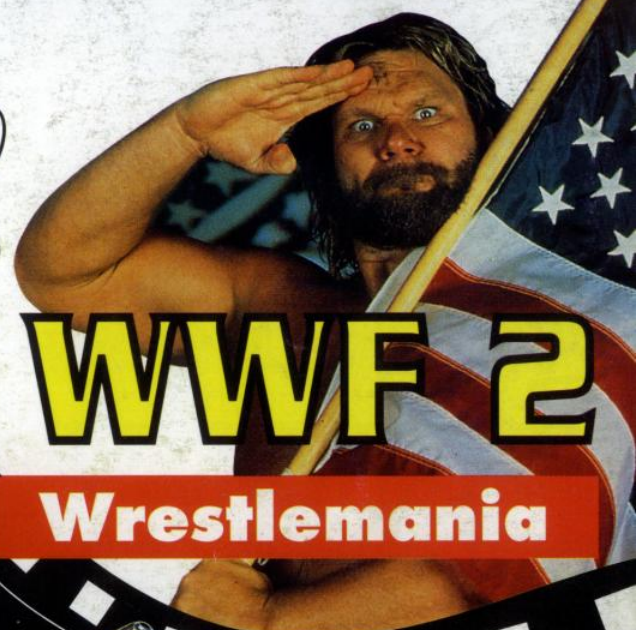
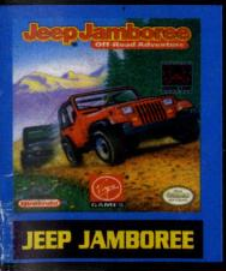
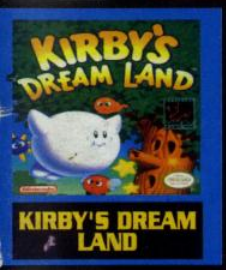
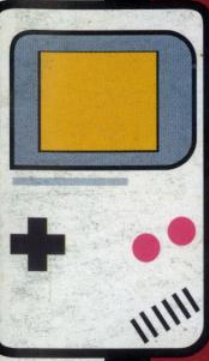
OCTOBER 1992

ISSUE 5

£1.80

3
PLAYERS GUIDES

THE UNOFFICIAL ACTION MAG FOR YOUR GAME BOY



**MOVIE
LICENCES**

**WIN!
3
COMPOS**

**PREVIEWED
TOP GUN**

Guts 'n' Glory

**SPIDER-MAN 2
EXCLUSIVE
REVIEW**

100% GAME BOY 100% GAME BOY 100% GAME BOY 100% GAME BOY

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EUROPRESS INTERACTIVE PRINTED IN THE UK





TO ENTER THE GAMES
YOU MUST NEGOTIATE
TUMBLE DRYERS, DOD
AVOID WASHING MACH
SIDE-STEP GRANNIES.



MASTER ZONE,
GE FRIDGES,
INES AND

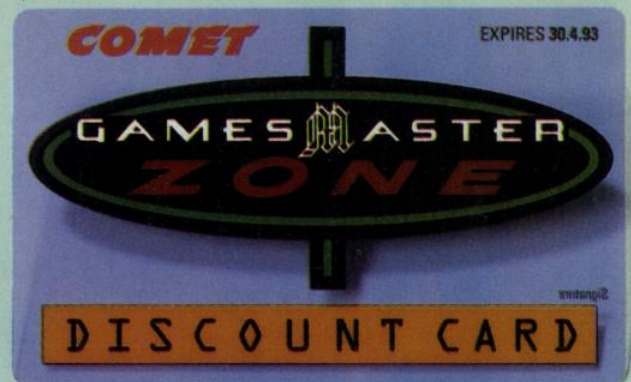
Complete that simple mission and you've just about made it to The Gamesmaster Zone, at Comet.

A totally excellent place, that's based on Channel 4's Gamesmaster Show.

Check out the games in this place. There are literally hundreds of them. The latest and the greatest.

It's a hardware heaven. The complete range. All the hand-helds and all the consoles, including Sega Mega Drive, Commodore Amiga and Super NES.

And more good news, buy any one of them and you get a Gamesmaster Zone Discount Card which entitles you to 10% off all software from then on (valid until 30th April 1993).



The Zone is also a seriously hands-on situation. You can actually try out the new titles. We call it 'play before you pay', and it helps you make sure you're investing in a game you really love.

In fact there are over 250 games, so it might be a good idea to check out the Comet Top Ten Chart for starters.

So get down to Comet and enter The Gamesmaster Zone. There's one thing we forgot to mention however; you'll probably have to get past everyone else who reads this ad.

Good luck.

COMET
YOU KNOW WHERE TO COME.

Created by
Europress Interactive

The Gang

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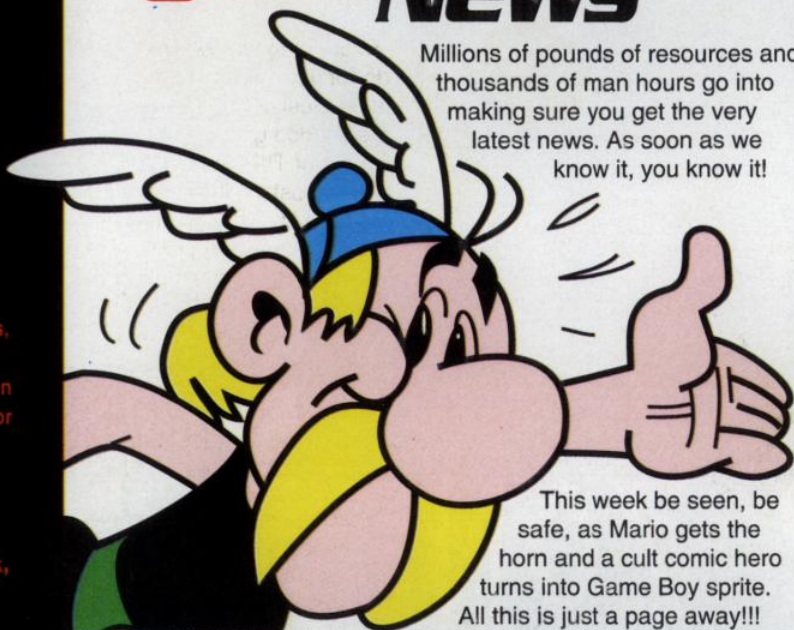
EUROPRESS
INTERACTIVE

Brad Burton sees Teen Spirit

COMV

Issue **5** October 1992

6 ➔ News



Millions of pounds of resources and thousands of man hours go into making sure you get the very latest news. As soon as we know it, you know it!

This week be seen, be safe, as Mario gets the horn and a cult comic hero turns into Game Boy sprite. All this is just a page away!!!



Reviews



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TENTS

Movie Licences

32 ↓

Where there's an action or fad movie, there's a game based on the film. Turtles, Batman, RoboCop - the list is endless.

But what lies behind the million dollar deals and the board room wrangles? GB Action digs up the dirt.



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Sneaky Peeks

"Everything we do, we do for you". We present an exclusive preview of the licence game Robin Hood: Prince of Thieves. Just why does Kevin Costner insist on showing his bum in every film he's in? As Nige blubbers with joy in the pits we check out Gremlin's superb racing sim, Nigel Mansell World Championship. Also, Top Gun - Guts 'n' Glory and Pop Up.



45 →

Tips

Whadda you know! A whole three pages dedicated to tips and cheats! A step by step guide on completing the last screen on Boxxle, plus totally engrossing guidance on Duck Tales, Mario...

8 & 57 →

Win!

You... YES YOU! RB of Newport, Pagnall could be one of the lucky winners of our THREE competitions. Up for grabs this issue: A stunning remote-control Buggy, wizard Game Bags and battery-saving Solar Boys.



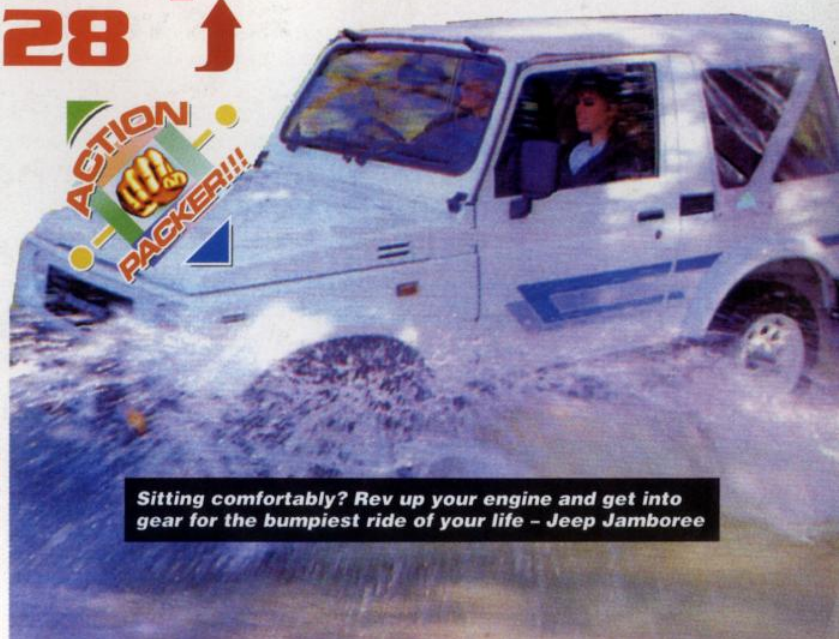
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Q & A

The Salford lad come good enters a new dimension as he gears himself up to solve your gaming conundrums.

Jeep Jamboree

28 ↑



Sitting comfortably? Rev up your engine and get into gear for the bumpiest ride of your life - Jeep Jamboree

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OCT '92
GBA 5

ONLY THE FINEST 100% NEWS NO ARTIFICIAL ADDITIVES

COMPO Winners

The five winners of Nike trainer boots from the Basketball Competition run in issue three are: Simon Readhead of London, Michael Josling of Luton, Richard Spencer of Liverpool, Timothy Dore of Norwich and Dale Sterrett of Suffolk.

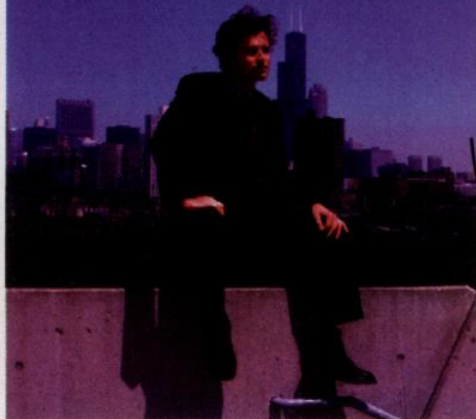
There are too many winners to list from the compo in the accessories supplement, also in issue three, but a grand total of 50 Leda Media Light/Magnifiers will soon be parcelled up and sent to the lucky recipients.

GAME BOY TOP TEN

- 1 (1) Super Mario Land
- 2 (2) Terminator 2
- 3 (-) Hook
- 4 (3) Bill and Ted
- 5 (7) Bart/Camp Deadly
- 6 (-) Mario Golf
- 7 (6) ...Bugs Bunny Castle
- 8 (4) WWF Superstars
- 9 (9) Blades of Steel
- 10 (-) .Motocross Maniacs



Fade to Grey



Up until now, Game Boy designers have only been able to implement four or at the most, five shades of grey in the graphics.

Many have aspired to achieve seven shades, but that has been at the expense of jerkiness and flicker on screen.

But Jason Kingsley and Electro Magnetic are claiming to have found no

less than 10 shades.

Kingsley says, "Trying to implement new shades has always been met with technical problems which have been to the detriment of the graphical image, but we've developed a sort of optical illusion which makes you think that you're seeing more shades without sacrificing picture quality".

In terms of the little mono screen, this is similar to discovering new colours in the rainbow.

Bomb Jack's Back

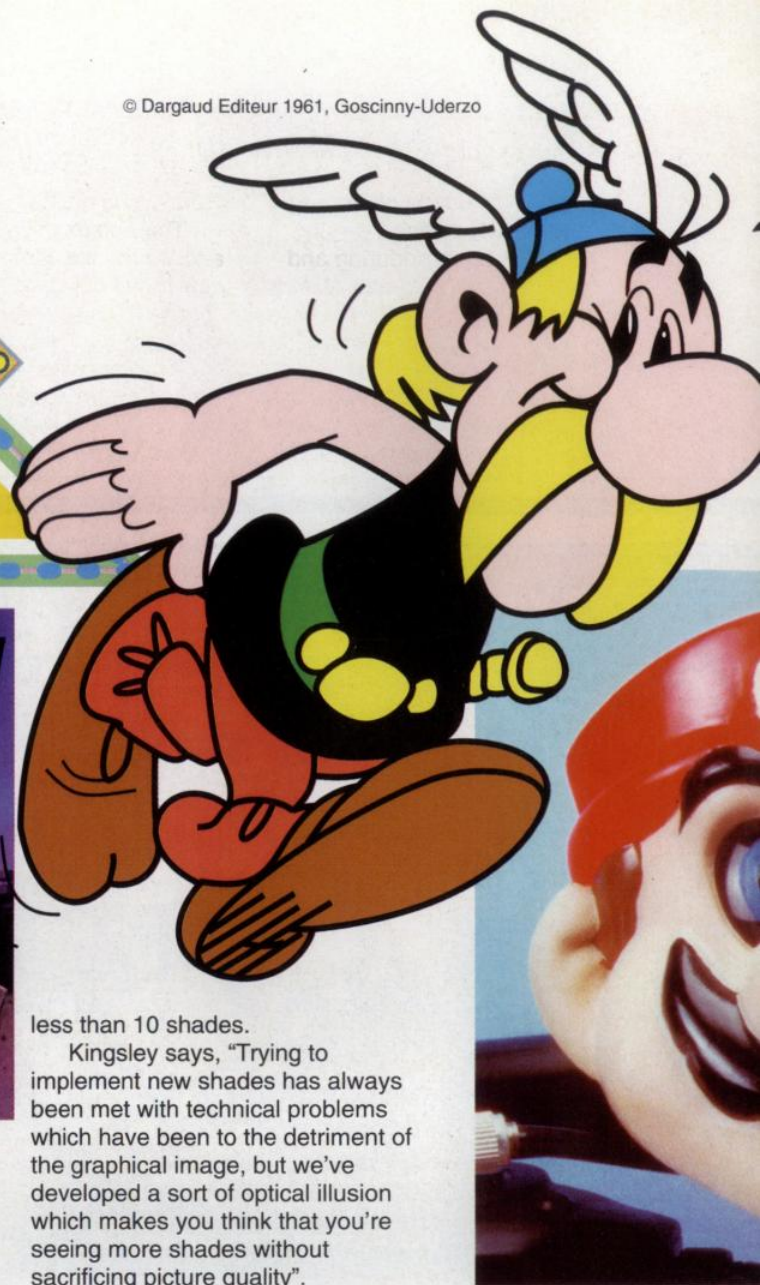
Ask any serious platform games player to list his top 10 games and *Bomb Jack* just might feature. The original coin-op conversion is now being designed for the Game Boy.

Controlling Jack, an explosive little character, the objective in each level is to dive and fly from platform to platform while collecting lit bombs.

These yield the usual bonuses and points - the more bombs collected, the greater the chance of getting a super bonus.

Being a platform game, there's a host of particularly volatile and aggressive enemies to encounter as you progress through the 100 or so levels.

Published by Infogrames in November, it's an arcade treat not to be missed.



Asterix the Gaul

After a decade of clinging onto its cultish integrity, one of the most enduring and endearing comic series, *Asterix the Gaul*, is finally going to be turned into a new Game Boy game.

Asterix and crew have managed to keep their cult status, thanks to the quirky presentation of European history, loveable, characters and subtle humour such as

Getafix, the druid potion maker.

The Asterix trilogies are based in ancient France. Coincidentally, French company Infogrames is to take on the responsibility of doing the classic cartoon full justice.

Infogrames have been hankering after the Asterix licence for ages and the team has sworn to stay faithful to Uderzo's drawings and Goscinny's text, the originators of the Asterix comic books. The game is likely to be released in Summer '93.

Mario Bike Blaster

The most hip and trendy bike accessory since the Spooky Dokey – The Mario Brother's Bike Blaster – is here.

No it's not a stick of gelignite strapped to the saddle, but an electronic siren fashioned in the shape of one of the aforementioned happy-go-lucky Italian plumbers' faces.

The designers, Creative Concepts reckon it's "going to cause a stir among the nation's five million children".

The unit emits eight very loud electronic 'biddy biddy boom' and 'peewitpeewit' noises guaranteed to put the wind up the Geography teacher.

On the practical side, the face lights up when activated, acting as an excellent bike safety device for those grey winter days.

The Mario Bike Blaster will be launched in November, priced £9.99. It will be available in major toy shops and mail order from Creative Concepts. Be seen, be heard, be safe... be stylish!

Bad Influence

Eddy thump, the lads 'n' lasses up at Yorkshire TV are currently putting the final touches to a new TV programme centred around computer games.

Adopting kidspeak jargon, it will be called *Bad Influence* and is all set to rival Channel 4's GamesMaster.

The first show, fronted by children's TV presenter Andy Crane and Violet Berlin (*The Really Wild Show*), is scheduled for a teatime slot on 29th October and will continue into the new year.

Each week, the hippest up and coming games will be given the once over by a panel of teenagers, interspersed with exclusive teasers of what to expect in the near future.

Celebs will also take their place in the hot seat to reveal which classic games they'd take to a marooned space station.

All in all, it looks as though an excellent programme is in the offing. GB Action will bring you more info in next month's issue to coincide with the launch of the show.



Play Before You Pay



Step inside one of 220 Comet stores nationwide, weave your way around the fridges and hi-fi systems, and you'll enter the Comet GamesMaster Zone.

This is a whole section of the electrical retailing store decked out in true

GamesMaster-style and given over to unadulterated gamesplaying.

With the help of trained staff, over 250 of the latest Sega Nintendo and Commodore games can be thoroughly tried and tested before buying.

Customers need only turn to their GamesMaster Zone Discount Cards, of which there are five bright colours, for further price benefits. Video game enthusiasts may now find shopping more of a pleasure rather than a bane.

WIN!

10 SOLAR BOYS



A battery gobbling Game Boy is soon to be a thing of the past with the arrival of the Solar Boy, powered on solar energy.

Simply sit the pack out in the sunlight and suck the juice from the sun, absolutely free, rather than fork out extortionate wads of dosh on batteries that ultimately end up leaking acid all over your eco-friendly anorak and CFC-free aerosols.

GB Action, in conjunction with Console Plus, has 10 of these attractively designed units, normally retailing for £24.99, to give away.

Rain and Shine

Under full sunlight the Solar Boy charges in approximately six hours to produce 14 hours of continuous play on the Game Boy. You can even enjoy sunshine on a rainy day by simply plugging it into a mains adaptor.

In under three hours it will be as good as new, and with over 500 life cycles, you'll reap the benefits month after month after month.

The Solar Boy comes complete with an attachable carry strap and stereo headphone adapter. To grab a chance of becoming a winner, just answer the following questions.

**The Solar Boy is available from
Console Plus, 265 Selby Road,
Halton Shopping Centre, Halton,
Leeds LS15 7JR. Tel: 0532 500445.**

1. Who sang Summer Holiday?

- a. Cliff Richard
- b. Led Zeppelin
- c. Nirvana

2. In which film was Summer Loving sung?

- a. Grease
- b. The Terminator
- c. Silence of the Lambs

3 Who sang (C'mon Baby) Light My Fire?

- a. The Mantlepiece
- b. The Doors
- c. The Carpets

4. Who was Cher married to?

- a. Windy Bono
- b. Foggy Bono
- c. Sonny Bono

WIN!

10 GAME BAGS

What better way to keep your Game Boy safe and warm in the cold winter months than a Game Bag from S & B.

The Game Bag is in cool bright colours and there's a sleeping bag-type pocket for your 'Boy to get some shut-eye, a pocket for cartridges and a small compartment for earphones, train timetables or lollipops.

To win a cuddly, snuggly Game Bag worth £8.99, all you've got to do is answer these two bag-related questions.

1. Begin the name of this famous Madness hit, ... Trousers.
2. When camping you take a kip in a what bag?

Game Bags are available from: S & B Ltd, 2 Georges mead, Elstree, Herts WD6 3LA. Tel: 081 953 3185.

Reply before 25th Oct with your name and address to: Game Bag or Solar Boy Compo, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.



Asteroids are about to hit your software shop.

You're trapped in a deadly Asteroid belt. Surrounded by more rock than a heavy metal roadie. Armed with powerful photon cannons you must blast your way to freedom.

Beware alien spacecraft with lasers more dangerous than a kiss from your granny. They're out to mash your ship into metal mincemeat. Use your rocket thrusters wisely and when the heat's really on hit "hyperwarp" and watch them wallow in your wake.



Challenge the computer on your own or with an ally. Alternatively, challenge a friend and blow them into the next galaxy.

'Asteroids,'™ the game that made them barricade the arcade, is now on Game Boy.® With digital sound and graphics so good they'll send your eyeballs into orbit. It's the game that's tougher than a ten year old rock cake.

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Gear up Your Boy (or Gear!) GAME BOY AND GAME GEAR ACCESSORIES



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Multi function enhancement for Game Boy, complete with stereo speakers, 2 illuminating lights, Joystick, enlarged fire buttons, self-protected carrying case with strap.

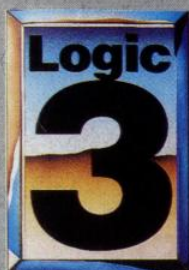
- All in one compact design
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HANDY CARRY SV905

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Reviews



Jason Spiller

The Ed is suffering from writer's cramp at present (at least that what he tells us!) Since watching a chilling Tomorrow's World report that constant keyboard finger movement causes painful shortening of the tendons Jason has been tapping away at the keyboard with his nose. Meanwhile, we're seeking medical advice.



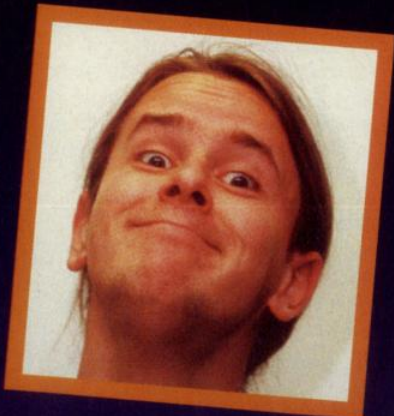
Sharon Greaves

So, our dear Fergie has been drummed out of the family and has returned to her tiny £4.5 million hovel with only ten million sovs to comfort her. The automatic gates failed to work at Sunningdale and so she has proclaimed that anyone owning an automatic gate must surrender it right now or otherwise suffer.



Andy Sharp

Andy has sent us a postcard from Canada with the great news that his Canadian cousin has just had a baby girl and they're naming her after Canada's patron saint. Bouncing baby Brian Adams is certainly "Waking up the Neighbours" as those log cabins have absolutely no sound-proofing whatsoever! Wish you were here!



Brad Burton

When Mancunian Brad was at school, he won the role of Hamlet. On delivering his "Alas poor Yorick!" speech there wasn't a dry eye in the house - his codpiece had slipped revealing a rather curious pair of silky French knickers. Brad was quoted as saying, "It's me mum's fault. I thought they were me Man City footy shorts!"



Inside



The Amazing Spider-Man 2.....24

Webbed wonder climbs buildings and kills bad guys again

Atomic Punk 16

Nuclear Sid Vicious look-alike splats squidgies

Bart vs the Juggernauts 14

Animated homeboy Bart skateboards through cartoon capers

Ferrari Grand Prix Challenge 18

More horsepower under your seat than you can shake a stick at

Jeep Jamboree 28

Brownies take jeep for joyride and end up in sweet bag (Eh? - Ed)

Kirby's Dream Land .42

Cute bouncing bubble gobbles up nasties

Knight Quest...45

Adventure mayhem in the land of Avalot



Spanky's Quest 12

Hanky-panky galore in the springing jacuzzi of life

Wave Race ...27

Go for a pose on your jet ski



WWF Superstars 2...38

Pumped-up princes of the ring in grappling frenzy!

SPANKY'S QUEST

Monkey Trivia

The monkey society is centred around the females. The males show their subservience by raising their tails, lifting the sole of their feet and smiling nervously.

Oo-er, Spanky sounds as if he could be quite a risqué little ape. But no, this cheesy grinning primate hasn't the time to start monkeying around. He's on a quest...

These days Spanky has much more on his mind than just plain banana munching. He's desperate to get into a pair of Linford Christie's lycra long johns and so has begun a health food kick.

Feeling ever so chuffed with himself because he hasn't yet been caught scrumping, he sets out, rucksack brimming over with fruit, for a picnic al fresco.

But the day is soon to turn sour.

Gameplay is quite fun.

FACT FILE

SOFTWARE HOUSE:
Natsume

SUPPLIER:
Video Game Centre

PRICE: £24.99

NO OF PLAYERS: 1

RELEASE DATE: Out now

AMERICAN IMPORT



Morticia, dark agent from the underworld, is feeling playful. In a trice she constructs five looming towers and entices Spanky's fruit over to her side by distributing arms and legs to the picnic platter.

Our soon-to-be hero finds himself trapped. Before he has the chance to say "you deserve a good spanking for that", through 16 stages in each tower he has to pass.

Fruity Encounters

Between one to eight enemies – oranges, melons, chestnuts et al – lie in wait. Fortunately, this monkey's no baboon. Although he may have a limited and somewhat simple means of attack, namely a single magic ball, he uses what he has got well.

All Spanky need do is keep on heading the ball as many times as possible, thereby increasing its power, until he's ready to unleash it as an attacking vehicle.

The greater the number of bounces, the more devastating the result. If Spanky stumbles and lets the ball go when it's at its weakest, it will merely defeat one enemy.

At full power the ball turns black and will splay out in five different directions, flattening all the baddies in the vicinity.

Spanky has three lives with which to play. If killed, the furry creature is suddenly transformed into a Star Wars R2D2 look-alike who's just had a surprise proposal from Chewbacca.

To help him avoid this unwanted attention, he always has the option to accumulate extra lives by simply collecting the letters of S-P-A-N-K-Y that float around when a fruit has just had all the pulp knocked out of it.

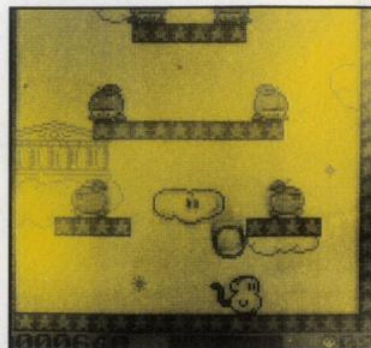
SCORE

60
PER CENT

Gameplay: 7/10

Lastability: 5/10

Presentation: 6/10

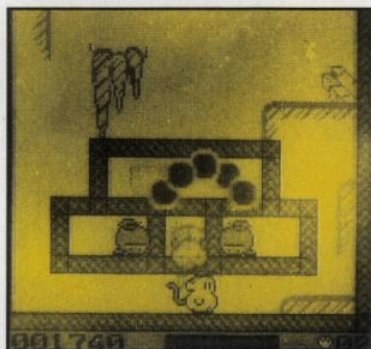


On the No Footholds world, the cloud provides a welcome hand for when Spanky needs to get to a higher platform

HANKY SPANKY



The concept is simple yet original, music is bouncy and gameplay is quite fun, if not exactly a drain on the mind. Once your heading technique is at its peek though, it's far too easy to kill the enemies, slothful at the best of times, and the continue option only serves to highlight the short life-span. Nice idea, but debatable. **Sharon**



He looks more like a hamster than a monkey doesn't he? After a few head bounces, the magic ball turns into a black attacking vehicle

Should he be clever enough to pick up the letters in the correct spelling order, he's invited up to the bonus tower.

And that's all there is to it really. The towers which include a slippery, a puzzle and a no footholds world are sparsely furnished and not overly difficult to negotiate either. There's even a free choice as regards which to enter first.

Split timing and sure footedness are called for if Spanky wants to go all out and force a confrontation with the end-of-tower guardian.

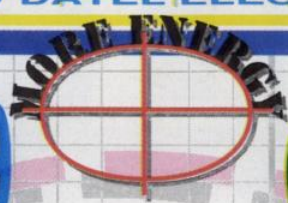
And what if it all gets a touch too claustrophobic for the little monkey? Well, maybe he'd be better putting his heading skills into practise and substituting Gary Lineker in England's front line. **Sharon**

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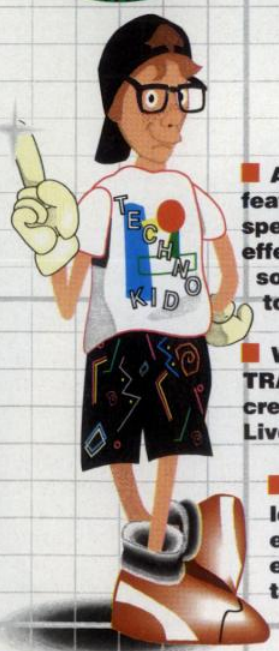


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TOTAL!
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RATING

Just imagine, infinite lives, unlimited energy, unlimited power or extra fuel/ammo. Become invincible with the Action Replay Cartridge for your GAMEBOY™ Console



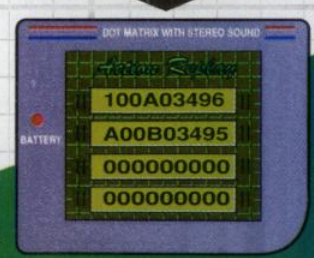
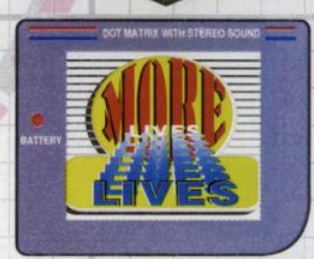
■ Action Replay is a powerful cartridge featuring its own on-board LSI chip specially designed to allow the user to effectively "re-program" their cartridges so they can play their favourite games to destruction!

■ With its advanced ASIC hardware design, the Action Replay cartridge can react to new games as they appear. No need for future updates, no need for code books... this is the only cartridge you will ever need.

■ With its unique built-in "GAME TRAINER", you can actually find and create your own cheats for Infinite Lives, Power, Energy, Levels, etc. etc.

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BART VS THE JUGGERNAUTS

Juggernauts is one television show with a difference. True, the contestants do get to win fabulous prizes as well as the all-important cash bonuses, but they also enter the game at their own risk.

Personal safety isn't the responsibility of this game show. You look after yourself. No one else will think twice about taking you out of the game – permanently!

The progress of the competitor will be slowed down by a whole range of tall and muscular thugs, better known as Juggernauts.

As Bart isn't exactly one of the tallest and butch guys, all his cunning will be needed to pass each stage.

Initially Bart has to choose which of the two events to play first. He can

He's back! Bart Simpson, the master of mischief and all-round showman takes on the Juggernauts through a series of new mind-blowing tests of skill and strength.



A small mistake by Bart here. He's landed on a black square and got himself fried alive. He'll be back for the next event though

either try his hand at the Skate Board Bash and Crash or, alternatively, use his 'vast' mental powers on the Hop Skip and Fry.

It's the hopping game which is the most difficult, especially since the squares will change colour from time to time. No big deal until you find out that the black squares will electrocute you good 'n' proper.

There is actually a point to Bart doing this. He has to pick up the ball, get across the board without being fried by the squares and also try to avoid the two Juggernaut ruffians in the meantime.

It Wasn't Me

If he manages to do this a few times before the time runs out, then a cash bonus is awarded.

To reach the qualifying score of \$10,000, the skateboarding has to be passed. Bart sets off down the slopes to take off the ramp and kick the guy from the platform in the distance.

The guy does however don a shield and can force Bart to fail this task. It's not too difficult though because three attempts can be made.

It's also very possible to overshoot the Jug and go crashing down to the ground, gaining nothing but some time on a hospital ward.

For the second round, three events are to be tackled. As you'd expect, the going is far more difficult.

WAAAAAY!



Although it took a while to suss the controls, I really enjoyed this. There are loads of ludicrous events in which to participate, each completely different to the last so you don't get bored with samey gameplay. Graphics are top-notch, as are the sound and controls. A complete change from the Camp Deadly saga and just as enjoyable. *Andy*

The only event that stays the same is the Hop skip and Fry.

The other two events involve some serious violence, namely clubbing an opponent off a platform into a nuclear swamp and also fighting another Jug in what looks like a

TAKE A PILL



I'm not too keen on the chunks of dialogue, but the game itself is a good laugh and exhibits just the right amount of Herculean-type toughness. You'll be loathe to rest till you've concentrated your 'primal subconscious' into making your mark in both the puzzle and fast action domains. Bart's a real cutie-pie and all-round presentation is top-notch. *Sharon*

SCORE

85
PER CENT

Gameplay: 8/10

Lastability: 8/10

Presentation: 9/10

GBA 14
OCT '92

TM & © 1992 Twentieth Century Fox Film Corporation

MATT GROENING



Yeeheaaa! I'm flying. I wouldn't like to be the Jug stood on that perch when I arrive

Bart Trivia

Did you know that each episode of The Simpsons on Sky TV takes six months to complete and that Bart's voice is actually that of a 34 year old woman?

winnings for himself. He's just that kind of guy!

I Wasn't There

Graphically, Bart looks on top form and although some of the events take a while to get to grips with, the game is a complete change from the Camp Deadly saga.

This will pose a whole new challenge for those who are fans of the original game. There's no flag stealing or food fights this time around. The main problem Bart faces is having to use his brain for the first and probably the last time in his life.

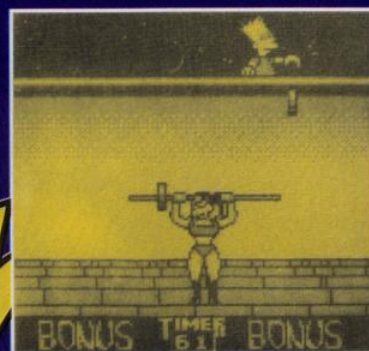
After qualifying for the next weeks' show, young Simpson moves onto a bonus stage where he has to drop weights onto a bar being carried by a butch weightlifter-type person.

Loads of ludicrous events... top-notch graphics.

At the end of your tournament the two gameshow hosts will give the TV audience a run-down on Bart's grand total in wads of lovely dosh.

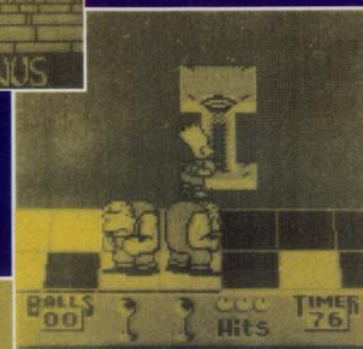
No doubt Homer will be trying his utmost to wangle as much of the

Taste My Trousers

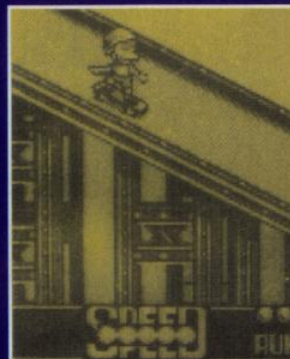


Here we see Bart up to no good again in the bonus stage. Dropping weights from a height isn't recommended by myself though

A brain of some description is required to play this stage



A skater's dream. Down a huge slope, leap off the end, and knock a Juggernaut right off his perch



This babe is no pushover. She's a psychopath who will stop at nothing to knock you to the floor



Another good and violent game. Knock your opponent off the platform and into the radioactive sludge

This is done under time restrictions and the idea is to make the lifter overbalance by adding too much extra weight.

Bart now stands to be seen in front of millions of viewers on Juggernauts and is no doubt desperate to do his name justice.

Humiliation in front of the TV audience will probably do nothing to reduce his intense fear of being successful. Winning is a luxury and Bart seldom gets a chance to shine at anything. This could well be his turning point.

Andy

FACT FILE

SOFTWARE HOUSE:
LJN Ltd

SUPPLIER:
Acclaim

PRICE: £TBA

NO OF PLAYERS: 1

RELEASE DATE: Out now

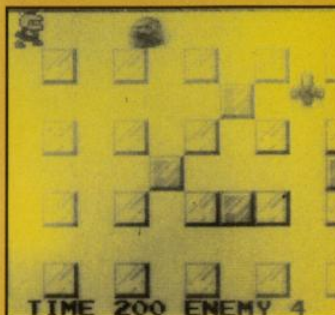
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OCT '92
GBA 15

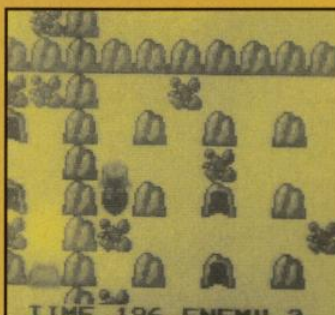
Anarchy in Atomica



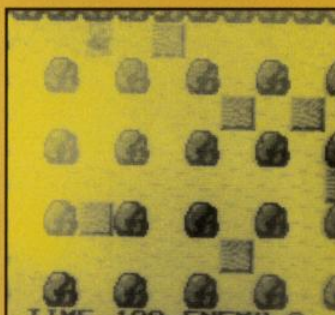
The punk loves the home comforts of My Town before starting his gargantuan quest



The Cuolece citizens are itching to be rescued by the steel toecapped rover



And then it's on to Grad where he pops into a doorway only to be whisked away in a bubble



It's a small wonder that the poor lad knows where he's at, wandering from town to town

This nuclear age punk's got street cred written all over his press-studded shoulder pads. Standing proud with a rainbow hued Mohican, he could turn even the most radioactive mushroom cloud into the smelliest of fungi...



Punk Trivia

The Sex Pistols were the only punk band to have a number one single.

Bombberman/ Dyna-blastor on the 16-bit turned out to be quite an endearing little number. It had you reaching for your little black book in a bid to recruit fellow comrades in a multi-player mayhem game.

Bombberman has since aged a little. He now resides peacefully in the Game Boy world of Atomica, sipping herbal tea and getting up to nothing more mischievous than doing his duty

in the procreation of a son, thereafter known as Atomic Punk.

Times change though. Radiation thieves – the Nukies – have arrived. They're not at all happy with a lovey-dovey mill pond existence, they want stormy waters.

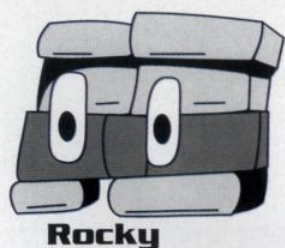
Parting of Ways

They consequently trap the citizens inside the nuclear factories and it falls to Atomic Punk and his dad to come good and save the day.

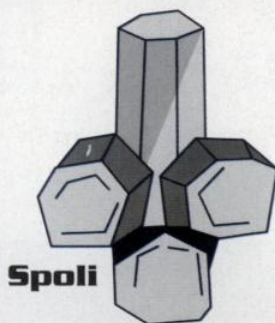
They're no flimsy namby-pamby

saviours, they have no need to hold hands. Thus they set off on two separate missions, giving you, the player, two games in which to partake.

What's more, two gamers can enjoy a link-up, racing against each other to uncover power-up panels. Hey, three games in one, now that's good value for money.



Rocky



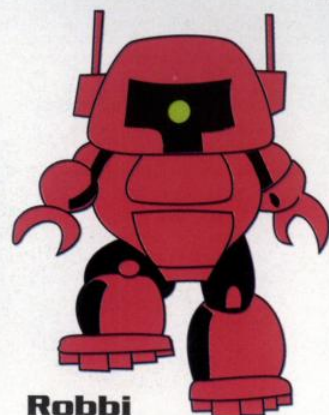
Spoli



Klay



Tuxey

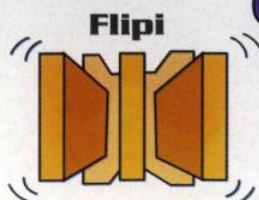


Robbi



Spid

Right, Punk, Drop 'Em!



Flipi



Bad Bomber

FACT FILE

SOFTWARE HOUSE:
Hudson Soft

SUPPLIER:
Video Game Centre

PRICE: £19.99

NO OF PLAYERS: 1 or 2
(link-up)

RELEASE DATE: Out now

AMERICAN IMPORT

MIC NK

Although the options are similar in presentation, changing gameplay tack certainly increases the overall quality.

In game 'A' you begin in My Town where a visit to the shop will furnish you with an arsenal of power-up panels. With your initial 100 gold pieces choose, among others, between an elixir, fire pass, bomb-up or speed-up.

Don't be too greedy at first because with each round the number of enemies increases. It's therefore best to save your prize purchases such as the elixir which renders you indestructible until latter stages.

You then choose a town in which to start. Each exhibits its own characteristics. Thullus seems to have lost all resemblance of a boundary

and you'll be wheezing away as you chase the tumbling slabs forever onwards.

Wander into Windy City to save the inhabitants (only too grateful to be rescued from their staple diet of baked beans) to be buffeted around as you negotiate the pathways.

In Gradius, on the other hand, you'll be energised upon entering a doorway. Encased in a bubble, you'll be warped to a different section of the town. Just like Star Trek in fact, minus the papier mâché deco.

Rebel With a Cause

Throughout, there is a copious amount of enemies, ranging from Rocky, a brick with baby doll eyes, Tuxey, a pot-bellied penguin, Bad Bomber and Robbi the robot.

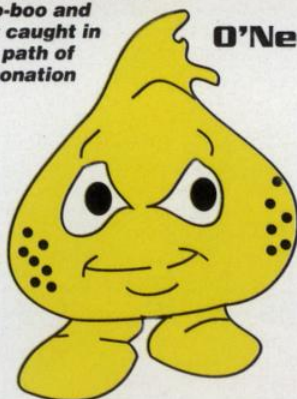
With a little more forethought it could have been brilliant.

Lay down bomb after bomb, scurry away and, hopefully, you'll catch a marauding no-hoper and make tasty canon fodder out of him.



Oops! He's done a boo-boo and got caught in his path of detonation

O'Neal



Pass

Splat the Squidgies

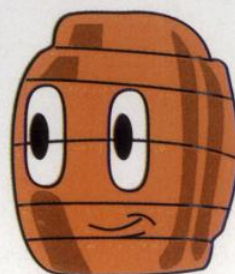
Ovape



Valcom



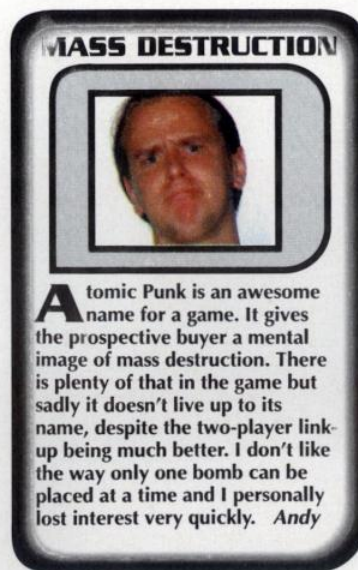
Doria



Dahl



Minvo



Atomic Punk is an awesome name for a game. It gives the prospective buyer a mental image of mass destruction. There is plenty of that in the game but sadly it doesn't live up to its name, despite the two-player link-up being much better. I don't like the way only one bomb can be placed at a time and I personally lost interest very quickly. *Andy*



Before crossing the threshold of a previously untouched town, power-up panels can be bought or sold to make life that little bit easier

plant a bomb, and then makes good his escape.

He begins with three lives and, with each stage triumphantly completed, gains a new one.

After every five levels there is a bonus stage where he can mechanically seek out the weedlings in a bomb 'n' blast battlefield.

With 50 stages to complete and a time-limit to beat, his sense of timing and strategy have to be spot on if he desires a celebratory reunion with his son down at the pop-selling shop before closing time. *Sharon*



FERRARI GRAND PRIX CHALLENGE

As its name may suggest, this game bids to recreate the thrill and danger that driving at high speed would. The idea of the game, like all the other Grand Prix releases, is to become the winner of the world championships.

To accomplish this goal, you'll have to drive against 19 top international drivers in a contest that will take you to 10 different race tracks dotted around the globe.

Before you begin a race you have to qualify. This simply involves you speeding around the empty track, in a view to getting a fast lap time.

Hopefully, if you've not crashed,

Ever fancied driving a Formula One car at speeds in excess of 200 miles per hour? Well, now's your chance.

you'll receive a grid placing which depends on your success. If you manage to achieve the best time, then you will start in pole position.

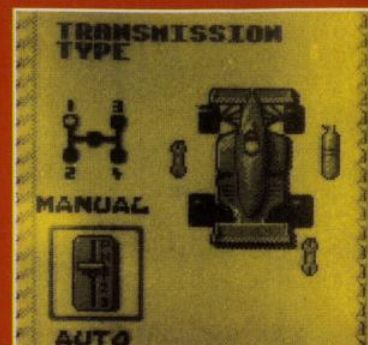
A good qualifying time is therefore essential for a quick lead. Once the race is under way it's just a case of bombing around the track trying to get a massive lead between

you and any of your rivals. Once the allotted laps are complete, usually five or 10, you will be given a certain amount of points relative to your position – 10 for first, six for second, and so on.

Winner Takes All

If you have gained the most points at the end of the racing season, then you will be presented with a top trophy by two bikini clad ladies.

You enter a secret Operation Wolf-type sub-game in which you



Before the start of a race, choose whether you want to use manual or automatic gears, the latter being only for weedlings of course

side objects to enhance the racing experience – hardly inspiring.

The car is a simple graphic and the ratio of speed to handling is just bearable. The chevrons with the directional arrows tend to make the whole race somewhat predictable.

Graphically, Ferrari doesn't break any new ground in the field of car racing simulations.

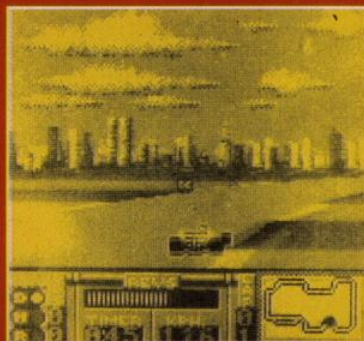
On the sound front, once again nothing special, just your run-of-the-mill music, while the whining of the engine is hardly realistic.

Brad

It doesn't break any new ground.

have to spray certain key people with the fizzy champagne.

The graphics serve their purpose and achieve a certain feeling of speed, thanks to the usual stripy trackside. However it lacks any road-



The city skyline is very pleasing to the eye, but don't become too distracted by your surroundings, there's a tough race ahead

FACT FILE

SOFTWARE HOUSE:
LJN Ltd

SUPPLIER:
Acclaim

PRICE: £19.95

NO OF PLAYERS: 1

RELEASE DATE: Out now

OFFICIAL

BRRM! BRRM!



Personally, I found getting through one race, never mind a whole season, to be somewhat of a chore. I suppose if you're a real hardcore Formula 1 fan, then you'll come to enjoy this simulation. Soon you'll have mastered all the necessary moves and be familiar enough with the terrain to make your mark among the top finishers.

Brad

Race Trivia

To fill a Ferrari Formula 1 car's fuel tank with racing formula calibre fuel costs £25,000.

SCORE

57
PER CENT

Gameplay: 5/10

Lastability: 6/10

Presentation: 5/10

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SNEAKY

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GBA 20
OCT '92

Pop Up's boast is to take the player from the Big Bang which sparked off this crazy and somewhat mixed-up universe and on to the distant future – and all on a screen which measures 5cm!

Well, it makes a change from the usual 'guide Bunny-wunnykins through Toyland while avoiding naughty flowers'-type scenario.

So, what is this all-encompassing game? Does Pop Up explain the mysteries of the universe? What do you think?

Pop Up is a little ball of excitement and wonder, full to bustin' with boundless energy and ready to take you on a journey through history – sounds like David Bellamy's made it onto the Game Boy!

If your dream is to bounce around from century to century on a pogo stick, then this is your game.

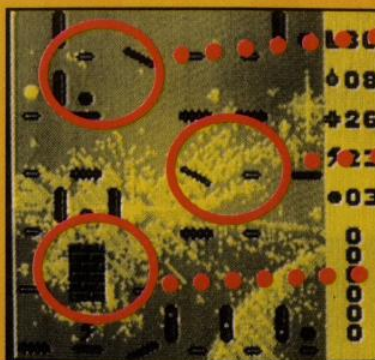
There have been a number of releases in the past which have used the unpredictable nature of a sphere as the integral element of gameplay, Marble Madness and Wizzball being the most famous.

Ball bouncing is certainly prolific on the hand held nowadays but it's the ingenious experiments along with the platform environments which makes Pop Up noteworthy.

With a mammoth 100 levels, each exploring new obstacles, hazards and booby traps, fresh game difficulties are introduced at every step.

The control pad moves the ball to the left and right with the element of inertia urging constant directional correction, while the 'A' key affects a jump and curious little twizzle in the air. It's an assault course of sorts with

Out of the Blue



★ The little ball of energy begins its long journey

★ Booby traps and similar obstacles cause much grief

★ Walls knock all the bounce out of Pop Up

The platform genre is the most over-exploited game theme. To save it from becoming dull and predictable, new games must expand on this simplistic concept. A cunning French design team at Infogrames is already on the case...

each level presenting a course of increasing difficulty.

As each new challenge presents itself the platform itself takes on new properties, making life just that little bit more difficult.

A Bouncy Story

In an instant, a platform you have moved to might burst into flames. In other levels spikes shoot through the platform in a bid to skewer our rotund little hero. Elsewhere, sticky platforms may root him to the spot.

Then there's platforms which

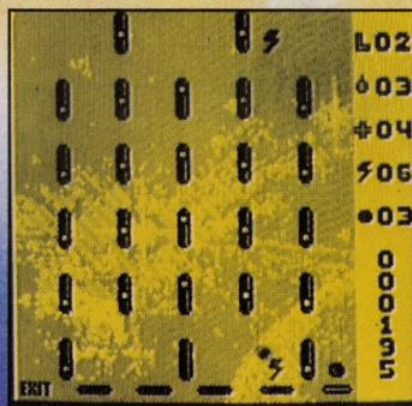
disintegrate under your bounce. Split second timing is the difference between success or failure.

One traditional platform theme, an integral element of this 'game for the '90s', is the task of collecting objects and attributes, crucial to your survival.

These include a hammer to smash your way through otherwise impenetrable walls, drops of water to extinguish fiery platforms, pills for immunity and of course extra lives to bring the bounce back to your rubbery little chum.

Pop Up represents a fresh new approach to the Game Boy's some what tired and tardy platform scene. Published by Infogrames in November, you can take the matchsticks from your eyelids. **Jason**

Pop Up

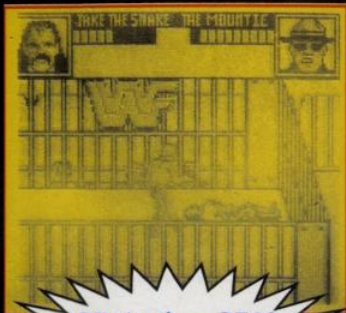


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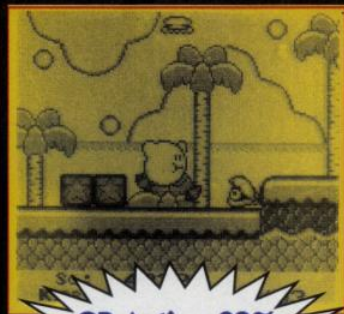
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KNIGHT QUEST

Taking a leaf out of Bilbo Baggins' book, the chunky sprite, grown tired of playing with boulders and eating boars' heads, ventures forth, his ultimate goal being to locate the bigwig ghouls and goblins cluttering up the territory.

His wanderlust will take him afar, through woods, up a mountain side, into dank caverns and beyond.

But first things first. After receiving his orders, Will visits, no not Knightsbridge, but the local store where he can buy such easily boxed items as thunder, crystals and fangs.

Conforming with the majority of action/adventure games, still pretty scarce on the Game Boy screen, Will must accumulate valuable experience and hit points as he progresses.

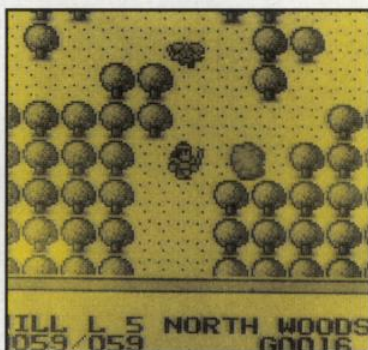


Will needs plenty of gold to make any impression on the Alf Roberts of Avalon. Pity there's no Bettabuy's next door

Creating a knock-on effect, the amount of money he has to spend on supplementary weapons, potions and magic spells starts to pile up.

During the course of the whole adventure which, incidentally, can be halted at any stage courtesy of a password option, additional shops and even B & Bs pop up in the unlikely places.

If Will spends wisely and, likewise, uses what he buys with great care, he'll grow in both stature and strength



Trudging mile after mile through the North Woods, Will encounters swarms of enemy creatures, all begging for a fight

and, hopefully, emerge from his numerous clashes with tiresome n'er do wells relatively unscathed.

Conjugating and deliberating alongside the Loyd Grossmans of this world, the valiant knight of the realm must also digest what he sees and hears in the Royal City as well as the residences and towns en route.

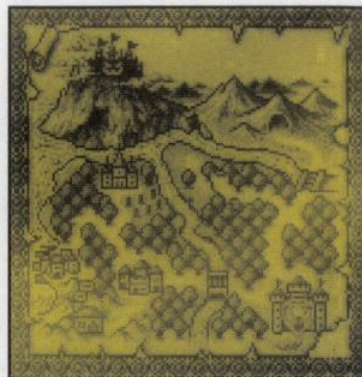
With pockets full, off he lollups to yonder woods to do battle. Cutting much dash and vigour he'll encounter

BATTLE BESET



An expansive and absorbing adventure. Graphics may lack excitement but they're adequate and the mode select option, allowing the player to alter the rapidity of the game and message speed, is welcome. Vast realms invite exploration, while the battle scenes and character interaction blend together with great alacrity.

Sharon



The map of Avalot. Our brave knight's location is shown by the shield in front of the castle

Grey Oozes, (apparently) Green Slimes, Imps and other similar bumbling termites.

Drawing on any one of four attack methods, that's if he hasn't already decided to turn tail or cast a magic spell, he throws both body and sword

around while trying to obliterate the beastie in question.

Each stage, accompanied by its own excerpt of medieval-type music, presents an amalgam of strategy, action, combat and patience.

It's all too easy to get bogged down in the initial fighting sequences which, although fairly swift moving for

FACT FILE

SOFTWARE HOUSE:
Taito

SUPPLIER:
Console Plus

PRICE: £19.99

NO OF PLAYERS: 1

RELEASE DATE: Out now

AMERICAN IMPORT

Medieval Trivia

The myths and legends of King Arthur are based on the exploits of Ambrosius Aurelianus who lived around 500AD following the collapse of Roman rule in Britain.



this type of game and thankfully not overloaded with speech, still don't leave Will short of breath.

Thrust and Slash

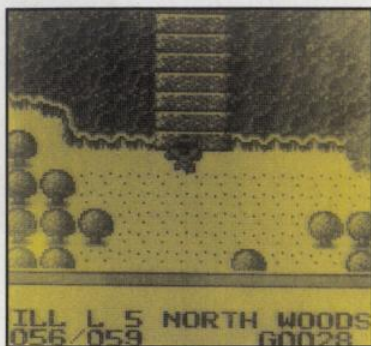
Once he's got his act together though and drained the last drops of grog from his drinking horn, something more akin to a Himalayan hike rather than a weekend jaunt lurks just around the corner.

The machinating enemies grow in power and time and again must our hero Will return to the King and start out afresh.

Only after attaining the fifth level of strength is he in a sufficient position

Battle scenes and character interaction blend together with great alacrity.

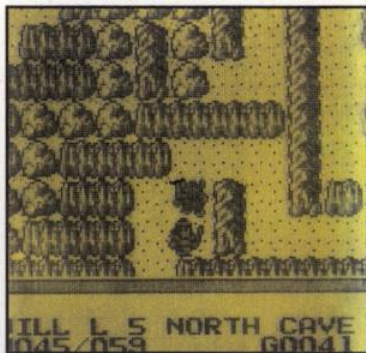
to exchange heated words with the Wild Goblin and give him a prodding or two with the steely tip of his sword.



At the far end of the woods lies the bridge guardian of the north. Sneak past him to reach the cave entrance wherein lies the goblin

This mammoth task overcome, Will then progresses to the North Cape. There he has a time consuming shuffy around for a lost key before rubbing his blistered feet and making the first few tenuous steps towards the Great Mountain.

By interacting with the people he meets there as well as exploring every nook and cranny, he gains vital news regarding the potential fate of the kingdom.



Up in the dank cave in the northern territory, Will must fight baddy after baddy after baddy in order to win valuable experience points

The next stop off is the haunted house and attached graveyard, full of spooky surprises. But this diminutive hero battles his way, with pre-planned use of both weapons and magic potions, forever onwards.

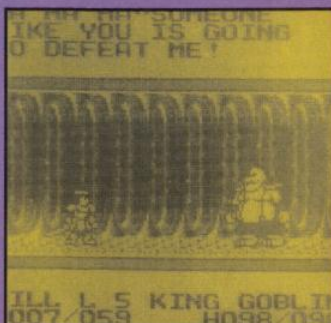
Only then can he attempt to rescue the King's kidnapped daughter and take a respite from all the fighting and fleeing.

Phew, it's enough to give even the hardest of travellers a severe case of the willies!

Sharon



A Hard Day's Knight



Will needs to summon up all the magic spells and weapons he's collected in order to brave the Wild Goblin with conviction



Oh dear, obviously Will's acted a bit too hastily and now lies a crumpled heap on the floor. Back to the castle I fear

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OCT '92
GBA 23

THE AMAZING SPIDER-MAN

There has yet to be a game that does Stan Lee's 'Marvellous' creation justice. Will top Game Boy game designers Bits finally set the record straight as they pay homage to the webbed one in Spider-Man 2?

GBA 24
OCT '92



Spidey executes a flying kick at the street thugs. If that doesn't work he can give them a punching or even somersault to safety

When our Peter Parker got a bit too close to the dangerous end of a radioactive spider, little did he know what wonders and terrors lay ahead.

In the episode which Spider-Man 2 is based upon, an evil force in the city has set up the webbed wonder with a series of crimes and the press are pinning the blags on the amazing arachnid.

The mission is to discover who or what is perpetrating this bad press campaign, expose him and re-affirm the good name of Spider-Man.

Out on the streets, things are getting hot. No one trusts the webbed wonder... everyone's turned against you – cops, the hoods and the evil one's minions. It all adds up to a busy and treacherous day in the city.

The game is primarily a multi-level platform game with the building detail both inside and out, ie windows, stairs, lamposts. In fact you'll find just about anything climbable inside and out the platforms from which Spider-Man can jump and swing.

Spidey is equipped with



Spidey has thrown a climbing web and now moves nearer the rooftop in the search for power-ups, bonus lives and the odd lurking villain

all the attributes that his comic-book alter-ego has, namely karate-style fighting skills and a jet of super-strength web from the wrist.

This adheres to any object it touches, allowing Spider-Man to leap and swing over danger – great for the rush hour!

Web Spinning Fun

Overall control over Spidey is straightforward and the supple superhero reacts swiftly and accurately to control pad directions.

Meanwhile, a tap of the 'A' key produces a powerful leap, also directable via the control pad, with an optional karate kick when required.

When grounded, a smart tap of the 'A' key packs a powerful punch. Furthermore, pressing both the 'A'

PETER PARKER



One of the most fun, absorbing and competitive platform games I've ever played. The use of web and wall walking is quite ingenious and the snappy reaction of the Spidey graphic is a pleasure. Great animation, highly combative villains and enough variety to fill the belly of the most voracious arcade appetite. I heartily recommend it!

Jason

FACT FILE

SOFTWARE HOUSE:
Ljn Ltd

SUPPLIER:
Acclaim

PRICE: £24.99

NO OF PLAYERS: 1

RELEASE DATE: Out now

OFFICIAL

2

while simultaneously pressing down on the directional key will shoot the silken web.

The ubiquitous lab level has Spidey frantically searching for an antidote to the vaccine which has turned one of Spidey's closest friends Connors into a part lizard man.

He is the only man able to give Spider-Man vital information to the identity of the evil-one.

This level requires great puzzle-solving, breaking through security traps and destroying a light panel locking system. You could waste hours rummaging around the lab.

Once the antidote is found, Spidey is forced to take refuge in the sewers. However, there is no respite from peril in this dark dank hole 'neath the city. Killer rats lurk, infested with hideous diseases - avoid them like the plague!

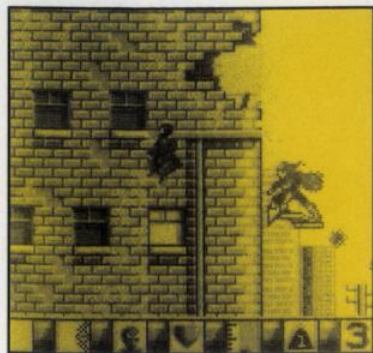
Air attack comes courtesy of vampire bats and, as in every level, there's an end-of-level Super Villain to contend with.

What with a constant onslaught of villains taking chunks out of our hero, it's fortunate that there are pick-ups and collectables scattered throughout

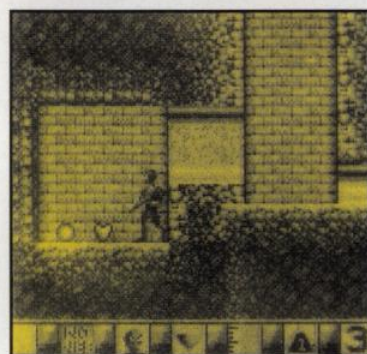
Great animation, highly combative villains.

each mission.

Pick-ups could be tools and keys which, when collected, must be put to the correct use. Meanwhile, personal attributes such as Web fluid, energy, strength and extra lives give Spidey a sporting chance.



The Green Goblin is a powerful force to be reckoned with. Spidey clings tightly onto his web, hoping a window sniper won't appear



Spider-Man falls down a discarded manhole only to find two energy hearts waiting for him. Pick 'em up and crawl back to the surface

Spidey really gets around in this story. The factory, patrolled by guard robots, is an interesting problem. Toxic waste drips from every opening, sapping the webbed one's energy.

Here in this industrial hell hole, Graviton is the super villain.

Made up from sub atomic particles, he's a particularly slippery character.

From factory floor to amusement park, there are plenty of web swinging opportunities ranging from rollercoasters to ferris wheels.

A real white knuckle ride from beginning to end culminates in a powerful adversary who goes by the name of Carnage!

Finally, the greatest challenge to a wall walker as Spidey attempts to scale the Empire State Building. You'd better ensure that his palms are sticky enough to make the journey.

After beating off a myriad of flying terrors, Spidey's final conflict is with the highly devious master of illusion.

If you make it this far you will

Straight to the Top

Fights the evil Green Goblin

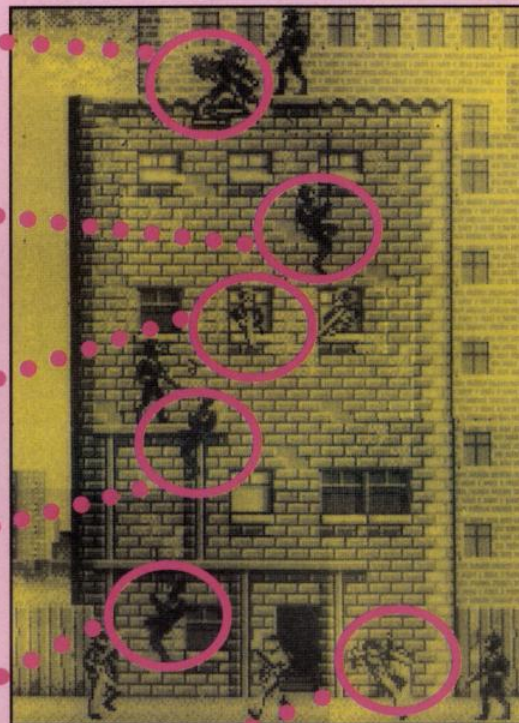
Web fluid still in plentiful supply, he climbs up the wall even further

Shoots down the snipers, raining down machine-gun bullets

Uses grappling hook with great skill

Begins the steep climb

Hits a villain stalking the crime-ridden street



SCORE

80
PER CENT

Gameplay: 8/10

Lastability: 8/10

Presentation: 8/10

MARY JANE



Six consuming and teasing levels display plenty of variety on the action and graphics front. The central sprite has a full quota of snappily executed and versatile moves at his disposal and controls are user friendly. Air and ground attacks test your super senses as you weave your way from one objective to the next in this stylish web'em-up. *Sharon*

deserve the honour of donning that famous and fetching red and blue suit. Just don't let the police catch you, otherwise it'll be a padded cell for a couple of years.

Jason

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OCT '92
GBA 25

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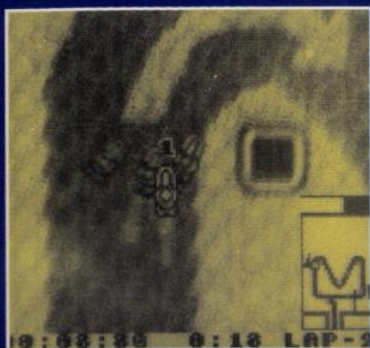
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It's a sharp right-hand turn ahead. The only problem is everyone is trying to get there first. Who'll be the first round?

Put on your wet suit and jump onto your personal water craft. It's time to make some serious waves, dude...

WAVE RACE

EASY RIDER



Graphically, this game is very appealing, but it's sadly let down by poor gameplay with very little variety on offer. The idea is excellent, and it's great that you don't come a cropper at any time during the race season. The controls aren't too responsive and it's difficult to qualify for the next season of racing in a bigger and better ski. Shame. *Andy*



© R.J. Sharp

What exactly is a personal water craft? Well, it's one of those jet ski thingys which you zoom around on, covering large expanses of water as fast as you possibly can.

If you're really good at it, leaping off large waves and doing a whole manner of wickedly dangerous stunts is a most excellent way to show off.

However, as with any water sport there is an element of danger. If you manage to make a complete mess of everything and fall off, you get your lungs full of horrible salt water.

It's not a pleasant experience, believe me, (having lungs full of salt water that is, I wouldn't know about jet ski accidents, but I'm sure they aren't too pleasant either).

Riding High

Pit your wits against the three computer skis through the eight different circuits to become the grand champion. For each race you complete, points are awarded. The higher you finish, the greater the number of points accumulated.

If a championship is won, a bigger and more powerful ski can be obtained. This helps enormously on the second season.

The slalom option is much the same in that you still race against the

SCORE
65
PER CENT

Gameplay: 7/10

Lastability: 6/10

Presentation: 7/10



Choose between the two competitions and hit the waves. The choice of jet skis comes after qualifying in first

reduce your speed, to redeem the balance there are also a few bits and bobs, such as a turbo option and ski jumps, to help you avoid these.

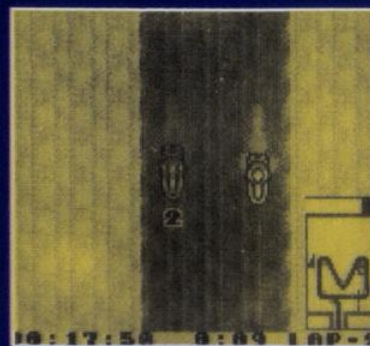
Both are a cinch to use and, believe me, you're going to need them to get past the whirlpools which you'll come across on a couple of the courses.

One thing I was really impressed with was the fact that if you do manage to spin your ski or make a complete bodge of something, you never, ever fall from your machine.

This comes in very handy indeed, as you spin, crash and basically hit anything possible.

If you feel that you're not ready to hit the waves by now, you probably never will be!

Andy



Racing down the straight. Methinks a touch of turbo is needed to get into the lead before the next corner. Going, going, gone

FACT FILE

SOFTWARE HOUSE:
Nintendo

SUPPLIER:
Video Game Centre

PRICE: £19.99

NO OF PLAYERS: 1 to 4

RELEASE DATE: Out now

AMERICAN IMPORT

OCT '92
GBA 27

JEEP JAMBOREE



Competitors, start your engines. You're about to encounter some of the toughest racing courses ever. Just one thing, you'd better make sure you've got your seat-belt on – you're in for a rough ride.

At last! I didn't think it was ever going to happen, a decent driving game for the Game Boy. You pit your wits against the other 19 computer drivers throughout a championship season.

Each and every one is there to make your life as difficult as possible and will stop at nothing to prevent you from qualifying for the next race.

Use all your skill and speed to avoid the other drivers, especially since running into the back of their jeeps will slow you down.

Mind you, this is quite helpful in some respects because, yes, it's also important to occasionally slam on your trusty brakes.

There are plenty of options to keep you interested in the game. Included is a practice mode which comes in very helpful indeed since a few of the courses take a fair while to get used to.

If time is short, there is a small racing season which doesn't take too long. On the other hand, there is another slightly longer season and a monster championship season.

Thankfully, there are no gears to mess around with. All you have to concentrate on are the tight corners and brakes.

However, a few courses have the added obstacles of boulders or barriers to be avoided at all costs. If not, you might lose that all-important placing at the finish line.

If you're not up to racing the true hardened professionals, then there is

By far the greatest driving simulator for the Game Boy.

an option to compete against the slower drivers. Don't be fooled into thinking that this is much simpler.



Chuck your Highway Code book out of the window, forget driving etiquette, and hog the road

It just means that if you overshoot a corner your jeep doesn't smash if you hit the trees or boulders. The numerous skill levels don't change much throughout, apart from this.

On Your Marks

Qualifying for the races is simple. Be one of the first 10 home, it's that easy! Some of the courses,

unfortunately, are not. Each circuit is displayed before you actually race on it, with distances and weather conditions to assist you with the challenging task ahead.

The track is also displayed on the right of the dashboard while racing, showing you whereabouts you are in comparison with the leading driver.

The tracks each vary in difficulty; some are dead simple while others seem to be completely undrivable.

If you do manage to complete



Oh dear, still in last position and on the novice level too! Time to get down to some serious driving...

UP AND DOWN



Graphics and sound will be hard pushed to be beaten on the GB. The impression of speed and the feeling of moving up and down is excellent. It may seem easy on some tracks, but others make up for this and actually winning a season is practically impossible. An all-round success. By far the greatest driving simulator for the Game Boy. Andy

The chevrons indicate a tight-angled corner ahead. Slam on the brakes and grip the wheel tightly



the races in the top 10, then you are awarded points for this achievement. 20 points are awarded for crossing the line in first, while tenth place gains you a whole point!

Depending on where you finish in the top 10 determines where you begin the next course.

Finish first and you will start at the back of the grid (which is a bit of a downer) for the next race.

Alternatively, if you finish tenth, you will begin the following race in eleventh, a nice place to begin a race although the sad fact is that only one point is gained for finishing tenth.

Bumps and Spills

Throughout each of the courses the track gives you the impression of the rough and tough of racing.

The tack doesn't just stay on one level, it gives the impression of the numerous hills and valleys through which you race your jeep.

In short, Jeep Jamboree leaves the player in awe of the many degrees of hard racing involved.

Just tapping the rear end of one of

the other drivers' jeeps will slow your machine down to a near standstill. This wastes precious time while you accelerate back up to race speed and it may lose you valuable positions.

Buckle up then and move onto that starting grid. It's time to burn plenty of rubber in probably the race of a lifetime.

Andy

SCORE

91

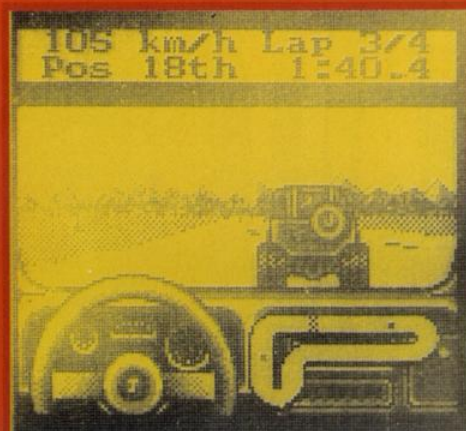
PER CENT

Gameplay: 9/10

Lastability: 8/10

Presentation: 8/10

Jeepers Creepers



Practical? Without a doubt. Stylish? Sure. Reliable? You can bet your bottom dollar on it. Flexible? Too right. Multi-purpose? Most definitely.

Jeep Trivia

In the four years the American Army was in the Second World War, more than two million Willy jeeps were used.

FACT FILE

SOFTWARE HOUSE:
Gremlin

SUPPLIER:
Gremlin

PRICE: £TBA

NO OF PLAYERS: 1 or 2

RELEASE DATE: Out now

OFFICIAL

OCT '92
GBA 29



Only one more lap to go. Hold onto your lap position and you'll have made the grade

JEEPERS



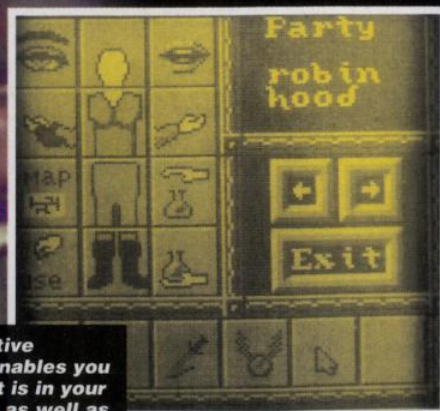
You can keep your Lamborghinis and Ferraris; the jeeps outclass them all – and that's without a headstart! Foot to the floor bumper to bumper action, tight corners, realistic bumpy road motion, squealing sound effects, this driving simulator's got 'em all. Graphics are slick and the two-player link-up is excellent.

Sharon



You are given the low-down on what to expect in the next race. No hazards I see. Oh good

SNEAKY



An informative inventory enables you to see what is in your possession as well as the status of the men

ROBIN HOOD

Prince of Thieves

A magnificent adventure! Designed by Byte, Robin Hood: Prince of Thieves is destined to be the first 'real-time' interactive movie game on the Game Boy, completely faithful to the movie plot.

Kevin Costner chose not to attempt an English accent during the making of Robin Hood: Prince of Thieves so as not to run the risk of sounding more like Dick Van Dyke singing Chim Chiminee. 'Verillies' and 'forsooths' were kept to a minimum.

But even if some of the accents were more Chicago than Sherwood, that didn't dampen an action-filled yarn and, forsooth, ideal material for an action/adventure game.

Prince of Thieves was loosely based on the Robin Hood legend. The game designers are determined to get as close to an interactive movie

game as possible, despite the Game Boy's lack of visual and sonic clout.

Bits' objective is to recreate the entire story of Prince of Thieves using a combination of adventure, role-playing and arcade action with the game player's intervention.

Has Bits bitten off more than they can chew, considering the movie is some 13,000 feet of film?

Little Green Men

True to its billing, the game opens as it does in the movie. Robin, Peter and Azeem are in a Jerusalem jail.

In this section of the game, Bits have incorporated a combination of puzzle, role-playing and action. Even at this stage it becomes apparent that

in the true sense of the phrase you are watching an 'interactive movie'.

The events progress in sequence and you can intervene at any time to shape the destiny for better or worse.

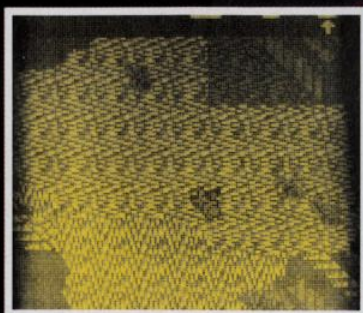
This sort of 'real world' movie game idea has taken form in a number of games and, in each case, the designer has used the technique to varying degrees.

Subsequently, the medium has progressed to an extremely sophisticated level with new avenues being explored.

Titles which have employed the theory of a computer-generated world have explored civilization existing on both physical and ethereal plains.

The most famous of these is perhaps Populous which casts you as a god with control over the destiny of a civilization.

Whereas Populous is open to chance, probability and your divine intervention, Robin Hood is a set story



A close-up of Robin's view after being catapulted into a haystack. Or is it an Arun knit jumper viewed from under a microscope?



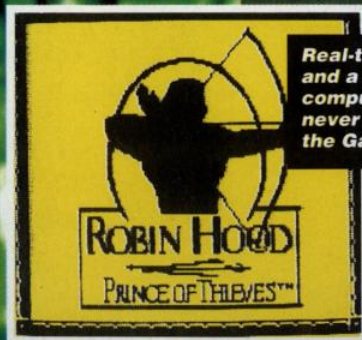
in which you play a mortal part. There are puzzles to solve and also objects, such as the Druid's Dagger, to be found, incorporating a role-playing perspective together with adventure-style parlor.

Taking control of Robin, although you will switch to control other characters as the story proceeds, the view is a 3D elevated perspective.

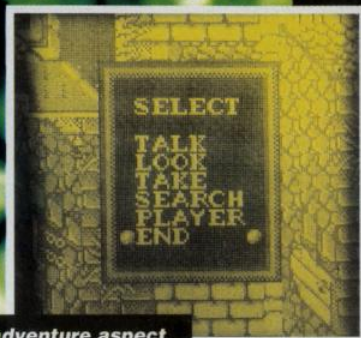
You have physical control over the character's direction and can converse with other characters and gain information.

During parlor with other characters, cameo pictures of the movie actors are featured on screen.

ROBIN HOOD PRINCE OF THIEVES



Real-time technology and a standard of computer intelligence never seen before on the Game Boy



The adventure aspect of the game is the most advanced and effective ever seen on the Game Boy



Remaining true to the movie, each of the characters have been drawn to look just like the actors

It's not all puzzle and adventuring though. Conflict can occur at any moment with man-to-man combat.

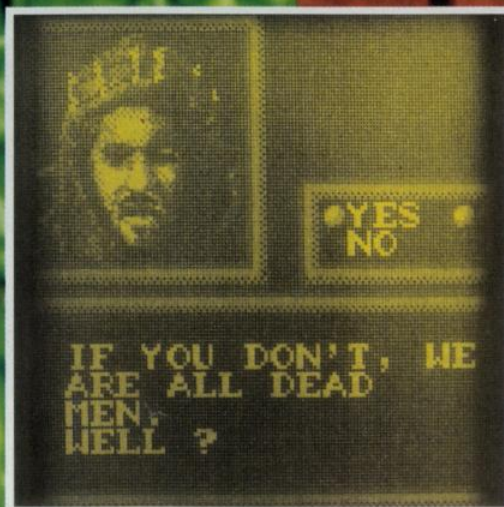
The famous meeting of Robin and Little John is a fierce brawl with staffs. Battles with the Sheriff's men usually resort to the cold taste of steel and, of course Robin's party piece, archery.

Boyz 'n' the Hood

The events of the movie also call for large scale battles. Whether embroiled in mortal combat or storming a castle, inventory screens feed you with info referring to status, possessions and objectives.

Faced with the task of presenting Robin Hood on the GB, Bits have fearlessly employed techniques and implemented features which, hitherto, seemed unfeasible.

Their ingenuity has resulted in a 'real-time' multi-faceted adventure which adheres to the movie. **Jason**



In real-time each of the characters exist in all the dimensions of the game, whether it be action adventure or puzzles

OCT '92
GBA 31

"GHOSTBUSTERS... HA HA HA!" screeched the ropey old digitized speech from the spurious 8-bit licence of the blockbuster movie. However tenuous the link between the film's plot and the game, Ghostbusters kicked off a seemingly inconceivable yet enormously lucrative juxtapose of movie and game. This has since become the institution known as 'movie licensing'. Jason Spiller investigates.

MOVIE LICENSING

GBA 32
OCT '92

Finally, in 1993, the table is to be turned! The Mario Brothers are to feature in a movie, possibly starring Bob Hoskins as one of the happy-go-lucky Italian plumbers.

A momentous occasion since this is the first time game characters are to be the subject of a film.

For nearly a decade, it's been a one-way trade of 'where there's an action or fad movie there's a game based on the film'... and that's not to mention an overwhelming myriad of licensed merchandise.

From lunchbox to loo brush,

pencil to pizza, everyday mundane items with a garish Ninja Turtle or Gremlin image plonked on the packaging have made the cash registers ring.

Ghostbusters' bubblebath proved irresistible, out-selling every brand on the shelf because of the promise of 'Added Extract of Ectoplasm which Glows in the Dark!'

A few years later, the very same 'glow-in-the-dark' bath additive was 'Turtle Slime'.

On the Streets

In the high street, the drawing power of the box office and its importance in the game industry is undeniable. From a financial point of view it's paramount... if you'll pardon the pun!

In the early '80s, the traditional toy industry was booming, thanks to merchandisable blockbuster movies led by the Star Wars trilogies. Millennium Falcons and X-Wing Fighters were flying out of the door!

Meanwhile, very much in its infancy, the computer game industry was just waking up to the fact that movie licensing could be a powerful vehicle with which to legitimise itself and accelerate its growth.

But it was not until 1983 that a game publisher, Activision, took the plunge and bought the licence to produce an 8-bit game, Ghostbusters, for an undisclosed five figure sum.



ROBOCOP 330

RUTHERFORDS

© Caraco Int

HUDSON HAWK



ICES

Hardly a big gamble by today's standards, Ghostbusters the game, amounted to hoovering up ghosts, catching them between lasers and springing ghost traps, accompanied by a barely audible "He slimed me!" speech synthesis if you failed.

The kids loved it and Activision were cock-a-hoop as the game sped towards selling half a million copies before losing count.

Six years later, by coincidence, the sequel, Ghostbusters 2, was the last movie licence game published by Activision before this major game publisher went bust.

What You Want

After a series of dead-loss movie licence games, critics and punters grew sceptical, cynical even! As such, a greater emphasis on quality and value-for-money was demanded.

The licence games market was duly revitalised and throughout the '80s and into the '90s, all the big action movie stars were pixelized.

Stallone, Schwarzenegger, Harrison Ford and Bruce Willis featured in games such as Rambo, Commando, Indiana Jones, Die Hard, Star Wars and its sequels.

But it was the heavily-hyped fad and fashion movie licences that game publishers vied for, waving fat cheque books at the movie producers.

Teenage Mutant Ninja Turtles,



© 1990 Orion Pictures



with all its promised prodigiousness, was the big opportunity to recreate the good fortune of Ghostbusters.

Some time before big Bob Maxwell tripped over his wallet and bellyflopped into the Med, Mirrorsoft made a brave bid of around a rumoured \$550,000 dollars for the licence before the movie had even been released.

The gamble proved to be sound, as Mirrorsoft recouped the eye-watering expense of the licence and subsequent production costs in a few short weeks around Christmas '90.

The success of Turtles once again revitalised the belief that movie licence games was where it was at. Did this mean that original games were going to be a thing of the past?

Unpopular?

Movie licences are not popular with everyone in the game industry. Game designers in particular

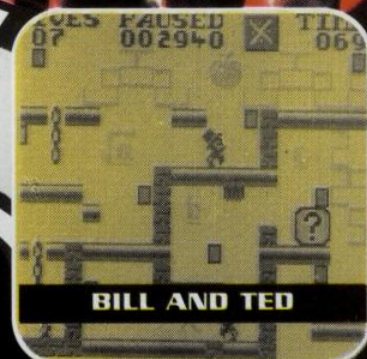
consider the pay they receive for producing the games, with rarely any royalties, is ridiculously outweighed by the grotesque sums paid for movie licences.

Then the profits go to the publishers with little ploughed back into game design. The argument is that the movie is a pensioner whereas interactive entertainment is still in its teens and needs investment and support.

If this one-way system continued, the game industry would always be the quirky, awkward little relation with acne and a stinky bedroom.

Many in the game design fraternity reckon that movie licences are more trouble than they're worth, especially when dealing with US companies.

There was one episode where a design company sent the final version of the game Die Hard for the



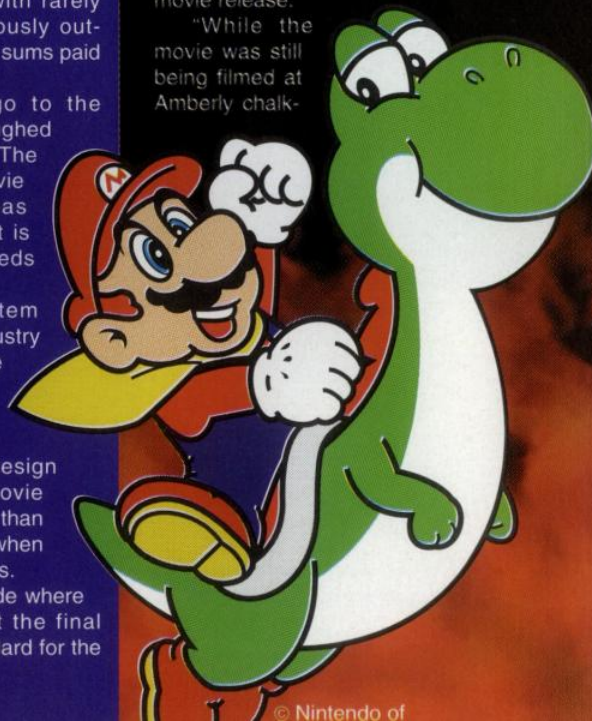
OK. Bruce Willis's agent was brought in on the adjudication and said the game had to be changed.

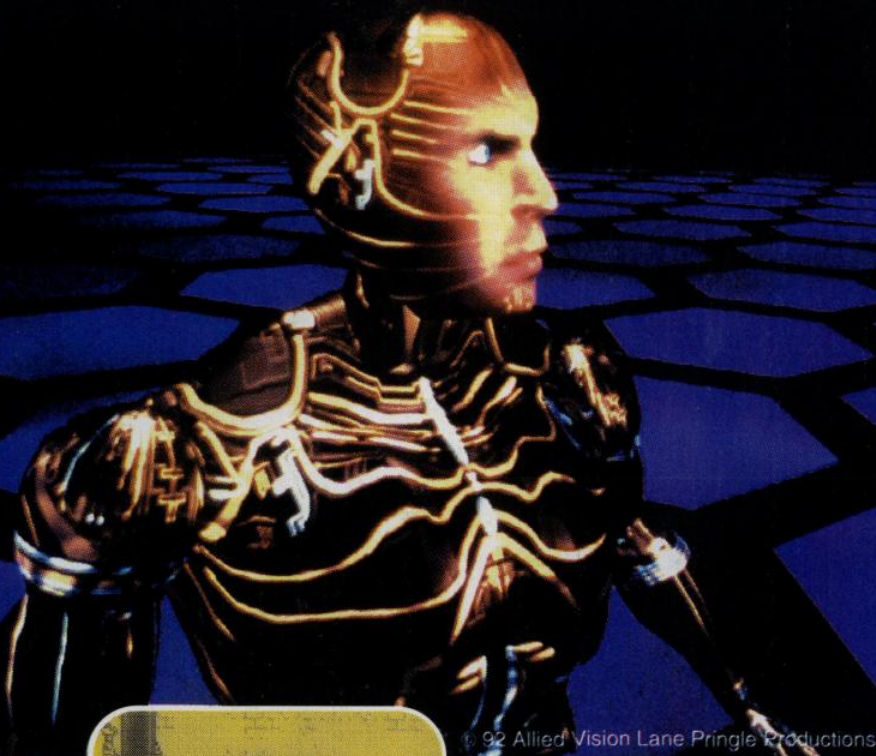
Can you guess why? Because they thought the Bruce Willis sprite's hairline was receding too much!

Ex-chief of design group The Kremlin, John Kavanagh, told me about his experience at James Bond producer, Cubby Broccoli's office.

"We had the licence for View to a Kill and the pressure was on to complete the game in time for the movie release.

"While the movie was still being filmed at Amberly chalk-





SUPER MARIO LAND



TMNT

COP 3353

GHOSTBUSTERS 3353



© Nintendo of America Inc

pits in West Sussex for the mine scenes, I went into Broccoli's office.

"It was like a scene out of James Bond! Security guards took me up via a private lift, then the doors opened to reveal a massive wood panelled room dominated by a desk that you could land a light aircraft on.

"I was expecting a large leather chair to swivel round to reveal a silver-haired man stroking a white cat! Before I could see the scripts, I had to sign a disclosure that I must not breathe a word about the movie.

"Then I was handed piles of storyboards and scripts and, as the fire roared in the grate, I read how A View to a Kill would be on film months before it would be released!"

Behind the boardroom wrangles and the six-figure signings are the people who have to design and produce the games.

The pressure is definitely greater

when a team is embroiled in a movie licence because of the cost and the importance of getting it right.

In the past, movie licence games had a bad name for value-for-money and quality. Some games had only the vaguest link with the film.

Others were darn right predictable... platform-based beat-'em-up-cum-shoot-'em-ups which plod through the streets, into the sewers and the ubiquitous warehouse scene.

Movie Game Makers

A few unscrupulous publishers saw licensing as a way of selling a game just on the name. It worked in the short term, but it caused mistrust.

Some games don't actually get the licence until quite a way into production. A good example was Elvira Mistress of the Dark, which I hasten to add would have been a critically-acclaimed and successful game with or without the charms of the comely vamp.

The success of Turtles put a higher price on the head of movie licences and game publishers eagerly scrutinized the movie scene for eligible candidates.

Ocean were there with enough zeros on a cheque to seal the deal - \$300,000 for the RoboCop licence and a similar amount for Night Breed.

Meanwhile, another large game publisher in the UK, US Gold, was quite content with its long-term

Indiana Jones licence.

The price of a licence seemed to reflect the merchandising capacity and adaptability-to-gameplay as much as its box office popularity.

For example, Thelma and Louise or Driving Miss Daisy just wouldn't work! But there are some exceptions to the rule such as Back to the Future, which Mirrorsoft picked up for a song - some \$55,000.

But then came the most exciting movie licence ever... Batman The Movie! Once again, Ocean were there with the cheque book open.

They have kept the price for Batman close to their chests, but there have been rumours that it nudged \$1000,000, marking a peak in movie licensing! What next?

Mario's Movie

From the big silver screen to the little yellow screen is some journey. At first, Nintendo chose to create its own characters for the Game Boy, rather than using a movie licence.

This Nintendo did with great success and the Italian plumbing duo, Mario Brothers are to star in their own big movie.

As Nintendo relinquished the rein to external game design houses and publishers, Nintendo could no longer ignore the potential of movie licensing on the Game Boy.

So, finally, it looks like licensing has become a two-way trade!

"Well there you have it... or

perhaps you don't!"

The success of the

Game Boy is phenomenal.

With an estimated 15,000,000 Game Boys sold, the wee hand held's importance in the leisure market is second only to movies.

Considering a strong licence could conceivably gross £20,000,000 worldwide, movie companies are taking licensing on the Game Boy very seriously indeed.

GB - Film '93

There has already been a filmcase full of movie games released on the Game Boy and, as we speak, clapperboards are clicking on some exciting new projects, based on recent film releases.

Batman

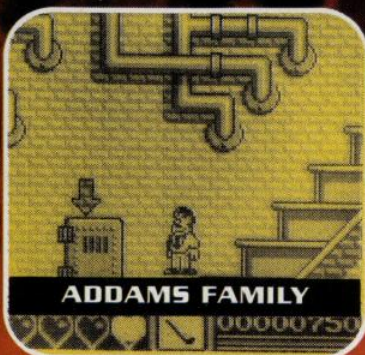
The most expensive movie licence of all time, Ocean shook the piggy bank with this one. Batman is a superb game with a diverse gameplay range.

You control the webbed-winged one in a highly-competitive platform environment using those marvellous ploys including great action-swinging on the Batarang.

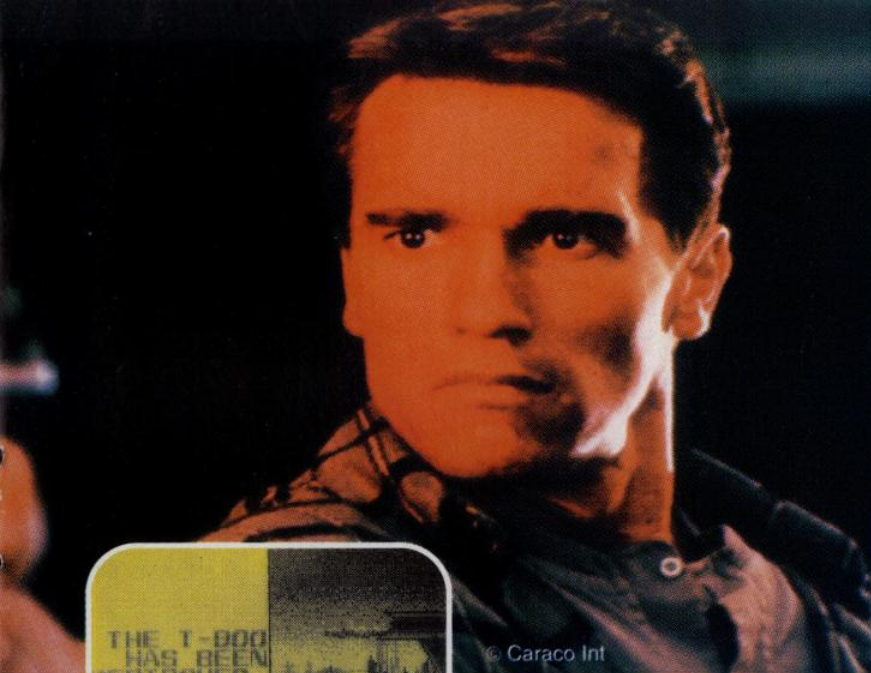
This is one of the most faithful movie licences incorporating many of the features and atmosphere from the movie. Published by Ocean.

Bill and Ted

In search of bodacious babes, excellent adventure and musical



ADDAMS FAMILY



© Caraco Int

THE T-800
HAS BEEN
DESTROYED.
HIS
MISSION TO
PROTECT
JOHN ENDS
IN
FAILURE.

TERMINATOR 2

Terminator 2

The biggest budget, the most stunning and expensive computer-aided special effects and the highest grossing movie of all time, T2 was a hell of an act to follow on the little screen.

But Judgement Day on T2 was very favourable indeed. GBA awarded it 84 per cent for non-stop action, atmospherics and variety of gameplay. Published by Acclaim.



© Warner Bros 89

and grounds avoiding bats, spooks and just about anything else you'd see in your average Hammer House movie. Great puzzles and shocks galore. Published by Ocean.

Hook

Hook, the game certainly gained more favourable reviews than the movie from which it took its name. Hook is a great combination of arcade and adventure, featuring all the main characters from the film.

Controlling Peter, it's a real reflex tester as you avoid the evil capt' and his motley crew. Published by Ocean.

Forthcoming Attractions

The Alien is due to rear its rubbery slimy head in Alien 3, the game. Unlike the movie, the game has got more action and less chat in it and is set to be an action adventure not to be missed. Published by Acclaim, Alien 3 will be released in December.

The much-talked about but all-too-short visual effects kept The Lawnmower Man from flopping.

Storm have bought the licence, sure to be big on action and low on lawn cutting. Published by Sales Curve, it will be released concurrently with the video in autumn '93.

Squeezing millions of dollars of special FX onto the GB is a gigantic task, but software houses are confident they've got the know-how to pull it off. The future's looking bright!

genius, the Wild Stallions survived the journey from big to little screen in a tricky little platform romp.

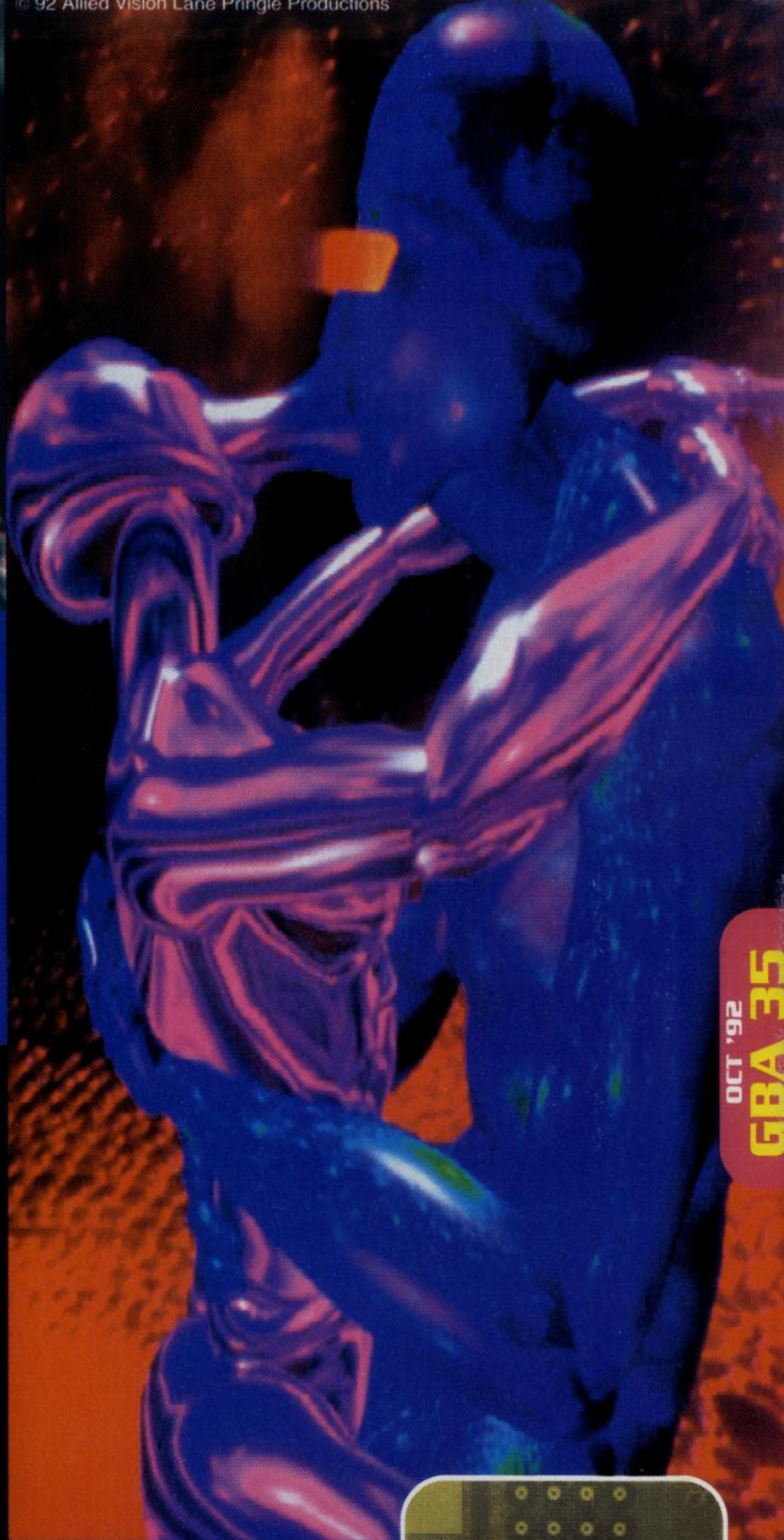
Screen-filled classic features which makes this one of the most popular platform romps for the palm pleaser. A hit in every sense of the word and highly recommended! Published by Beam Software.

Addams Family

Ooky, spooky and definitely kooky and a lot besides, 25 years after the '60s hit series, the Addams Family was made into an excellent movie and, subsequently, a cracking game.

All your favourite characters; Morticia, Gomez and Wednesday, not to mention Thing. Allowed to act outside the confines of his wooden box Thing hammed it up and was duly nominated for an Academy award.

Its spooky arcade adventure directing Gomez through the house

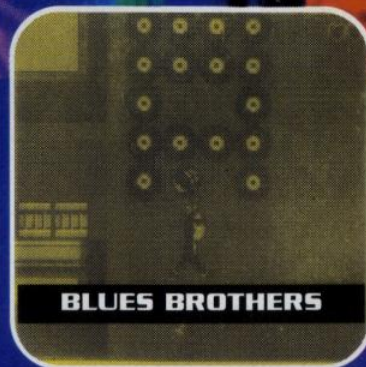


Blues Brothers

Truly a cult movie, Blues Brothers without the music was a risk, but the game has got enough crazy antics and quirky features to see it through.

Again, platform game environment with some very original puzzles and game scenarios.

A good mix of traditional platform elements and original features and everything's played for laughs. Published by Titus.



BLUES BROTHERS

SNEAKY

Who wants to be bathed in glory... or guts? I'd be inclined to hang up my wings and cuddle Kelly McGillis! We test-fly the latest air combat sim...

Taking the well-used pilot anecdote 'There are old pilots and there are bold pilots, but there are no old bold pilots', you'd think that the nutters portrayed by Tom Cruise and his banana-brained buddies in the movie Top Gun are unlikely to see their pension.

Three-quarters of the film Top Gun was designated to outrageous

aerobatics and muffled gung-ho chat, an abundance of 'Roger' and the occasional 'crrk WAHOO!'

Until recently, the Game Boy software scene could be described as predictable. But now the graphic and sonic limitations are being overcome and designers are experimenting and exploring other possibilities.

The air combat genre has emerged as a highly popular alternative to cute and cuddly fluffy bunnykin-type games.

But how does Top Gun measure up to the likes of Turn and Burn and air-sim meisters Microprose's forthcoming eagerly awaited release, F-15 Strike Eagle?

Like F-15, there is a choice of fighter jets at your command: F-14, the actual plane used in the movie, F-16, MiG-29 and the Stealth.

Depending on the choice, there is a minor change in the air attitude of the plane, the speed capacity and also the handling.



You dive down to hug the terrain and avoid enemy radars

The choice of armoury also varies from plane to plane although the very basic cockpit detail, yoke, speed and weaponry controls remains the same.

The control pad banks, dives and climbs, the 'B' button activates the thrust and the 'A' button triggers off whatever weaponry happens to be loaded in the tubes.

Spritely

Aileron fiddling and flap wiggling is kept to a bare minimum as the pilot is thrown into the first of many hostile predicaments, culminating in a

Top Gun

Guts 'n' Glory

hammerblow strike on a targeted enemy stronghold.

In the air all the planes are relatively spritely. Minimal sky and ground detail achieve a reasonable effect of speed and movement although the screen is subject to minor bouts of jerkiness.

Unlike F-15, Top Gun is sadly lacking the disorientating effect of 360 degree role.

With a 90 to 10 ratio in favour of shoot'em-up action, you can guess that the majority of the game is based on confrontation with droves of enemy aircraft buzzing around like annoyed wasps.

In these bewildering frequent circumstances, the order of the day is dodging enemy fire and hitting back with an unceasing rally of retaliatory fire.

This is aided by a weaponry sight on the head-up display which locates and locks on to the target.

Notching up MiGs on the side of the cockpit is one thing, but you must always remember the overall objective, namely to obliterate the enemy base.

Top Gun will be released by Konami shortly before Christmas. Watch out for an in-depth review in GB Action.

Jason

Lock in and Fire



Your F-14 banks and then gets ready to dive



Enemy aircraft in view. Prepare for imminent attack



Basic cockpit detail includes accurate electronic guidance



The radar pinpoints the exact location of foreign craft

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	Roger Clemens Baseball	

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Tennis	Jack Nicklaus Golf
Faceball 2000	Super Scrabble
Turn & Burn	Bo Jackson
Boxxle II	Super Marioland
Final Fantasy Adventure	Hudson Hawk
Addams Family	Wave Race
Knight Quest (NEW)	Jeep Jamboree (NEW)
NBA All Star Challenge 2	Yoshi (NEW)
Spanky's Quest (NEW)	Mr. Do (NEW)
Blues Bros	High Stakes
Track Meet	Super Hunchback
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Wrestling Trivia

The Electrocution Machine is the Mountie's torture toy. He sparked Sgt Slaughter, who survived, with 80,000 volts of electricity.

WWF SUPER

It's time for modesty to go for a burton as you prepare to don your briefest of briefs and knock the last gasp of wind out of the ninny who dares face up and confront you.

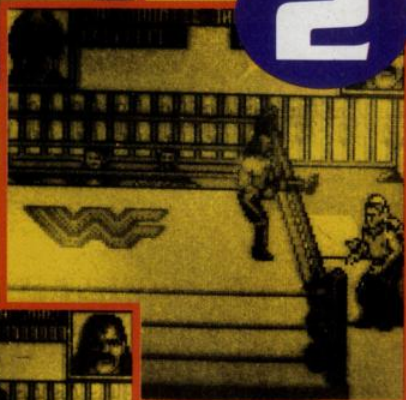
Kinky Boots

1



No, you're not mistaken. This is the first Wrestlemania game which boasts alarmingly similar graphics to its predecessor

2



The tag team match is getting out of hand. All these toughies want is a bit of a squeeze and a cuddle on the side

3



And that makes three. Verbal venom turns to sweet talk as they entwine their arms around each other. Aww

The first WWF Superstars is still holding its own on the top-selling Game Boy list. But just how does its successor compare? Can it pack enough punch to wipe the arena floor clean and claim a

Wrestlemania is back with a vengeance.

The bruising hulksters of the wrestling world lock their shell-suits safely in the changing room closet and venture forth into the ring to get on down and strut their funky stuff.

Will leave any armchair fan of the sport quite satisfied.

A jab at the belly button here, a flick for the nostril hairs there, a tickle of the torso just for good measure and, whallop, the contenders swoop in and start chucking each other all over the place.

The first noticeable improvement over the first release is the much wider range of available options.

Now you have the choice to play in a one on one, a tag match or a tournament in either a regular or cage contest, ie bars around the ring.

The game is also tailored for varying skill levels. As such you can stretch your gameplaying panache as much or as little as you like.

You may find the easy level a lot less painful than sitting through an entire episode of Eldorado, but bruising times are ahead as you gain



Your fighters: Hulk Hogan, Macho Man, Sid Justice, Jake the Snake, The Undertaker or The Mountie

FACT FILE

SOFTWARE HOUSE: Lyn Ltd

SUPPLIER: Acclaim

PRICE: £TBA

NO OF PLAYERS: 1 or 2

RELEASE DATE: Out Nov

OFFICIAL

WF STARS



confidence and subsequently raise the difficulty level.

The game is well presented throughout with beautifully defined graphics and smooth moving sprites, whether they be kicking, grappling or just jumping over the ringside ropes.

Grapple Power

Since wrestling is a mass spectator sport, the programmers have decided to include some vestige of a crowd. However, they seem to have got fed up somewhere along the way and the head count amounts to the grand total of three.

It would appear that the rest of the crowd find the popcorn-selling lady to be much more charismatic.

They've got a point. Just take a

look at Jake the Snake. A Chippendale he's not!

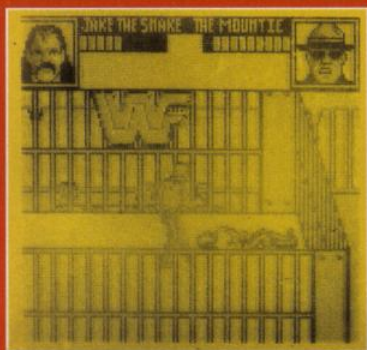
As for the controls, they're a touch unresponsive at times. Clinches seem over-long too.

When you're rolling about on the canvas while your opponent kicks you to bits in an attempt to build a hip handle in your side, it's an absolute age before you get up, no matter how hard you belt those buttons.

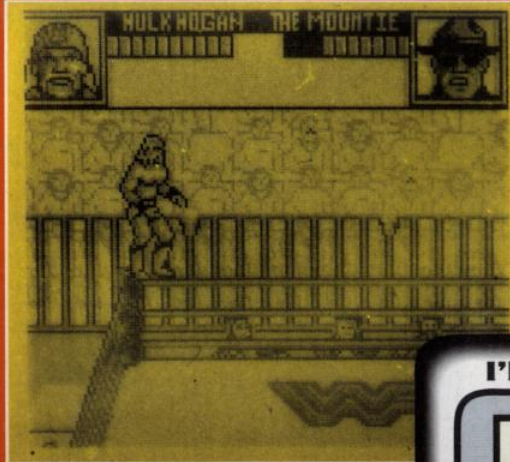
Despite these minor quibbles, you'll find it's hot-blooded action all the way.

Fight the pain, fight the agony, and make your mark with pile-drives, slams and drop kicks.

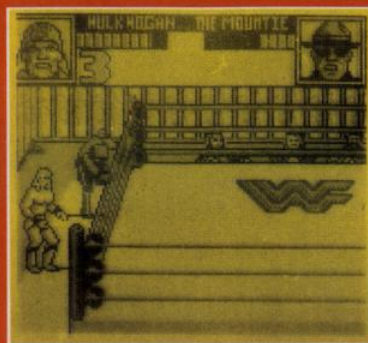
If you find yourself pinned on the floor, (no coyness here, it's time to get



A caged match cocoons the competitors in a cage. With predator-like instincts they wage war



It's put-up or shut-up time as the twinkie toed Hulkster, pythons pumping, launches an aerial slam



Fighting outside the ring is allowed up to a certain point as the skulduggery and thuggery continues

intimate), just roll away and start a fresh challenge.

Rampant Raging

As a pièce de résistance, climb up onto a corner post and launch an aerial slam.

This is sure



to have your opponent reduced to a pile of blubber and looking as shamefaced as only a man who wears his undies in public can.

You can fight outside the ring too, but be careful, you'll both be disqualified if you fail to return centre stage within 10 seconds.

The tag team option adds extra zest to all the flummery. You and your partner will be bounding in and out of the ring to your heart's content.

During the course of the match, your energy bars drain away at the top of the screen.

Once the underdog is out for the count, restart the game or go for a rematch, if you're a glutton for punishment that is!

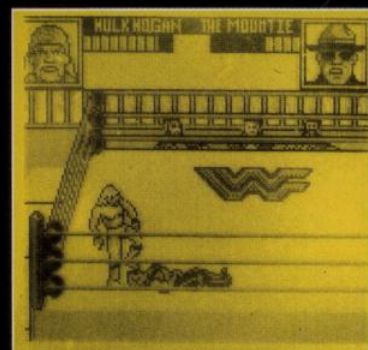
Sharon

FROTHING



Excellent graphics, fluid gameplay and the well conducted tactical moves of the sprites will leave any armchair fan of the sport satisfied. Recommended to all you wrestling junkies. You'll soon find out whether you're a wimp, weasel, or pumped up warrior. Think before buying though; it poaches rather a lot from its predecessor. **Sharon**

The Hulk: Whatcha gonna do now dude. I'll give you a macho beating, yaaa, and then I'll crack your head



SCORE

80
PER CENT

Gameplay: 8/10

Lastability: 7/10

Presentation: 8/10

OCT '92
GBA 39

SNEAKY



Nigel Mansell's World Championship

As proud Nige and Murray sobbed and back-slapped with joy in the Williams' team pits, Gremlin got the green light to add 'World Champion' to their forthcoming Formula 1 racing game, endorsed by the great man himself.

Nige left the rest of the pack in a fury of sparks and burning rubber, but will Gremlin's game take the chequered flag and winner's laurels?

Gremlin have produced a fine pedigree of racing certainties on 16-bit, but this is their first time round the circuit on the Game Boy.

And There He Goes

The main priority was to try and reproduce the exhilarating speed which has made Gremlin racing games best-sellers.

Based on the 1992 Grand Prix season, you race over 16 famous Formula 1 race tracks, from Silverstone to Hockenheim, Suzuka to Monte Carlo.

Each track presents different perils, be it the engine-straining, fuel-guzzling straights of Hockenheim or the tyre-wearing chicanes of the roads of Monte Carlo.

The objective is to become world champion which, like the real Grand Prix, is based on a rather complicated point system.

A race difficulty selection includes

If Nigel Mansell's World Championship victory achieved anything, it was to render Murray Walker speechless. Now this lump-in-throat victory can be savoured again in Gremlin's imminent racing simulation...

manual or automatic transmission as well as engine tuning and body alterations for that all-important edge.

Meanwhile, at track level, the race is driven from an in-cockpit view, showing the steering wheel and front wheels. Through the rear-view mirrors you see the tailing competitor cars.

Each car displays various skills, speed and cornering capabilities on wet and dry road surfaces.

A practice level lets you get to grips with the controls. The design team has gone to great lengths to emulate the skittish character of Formula 1 racing cars, born from the combination of high torque engine and light body design.

The speed of scroll, helped along with track-side detail is impressive. The steering and speed brake ratio is finely tuned to match the design of the tracks.

But it's the race where the heat is on. The 'A' key acts as the accelerator and, if you've selected manual transmission, the 'B' key changes gear.

140 mph
Lap 4/5
1:12.6
0:00.0

Paused



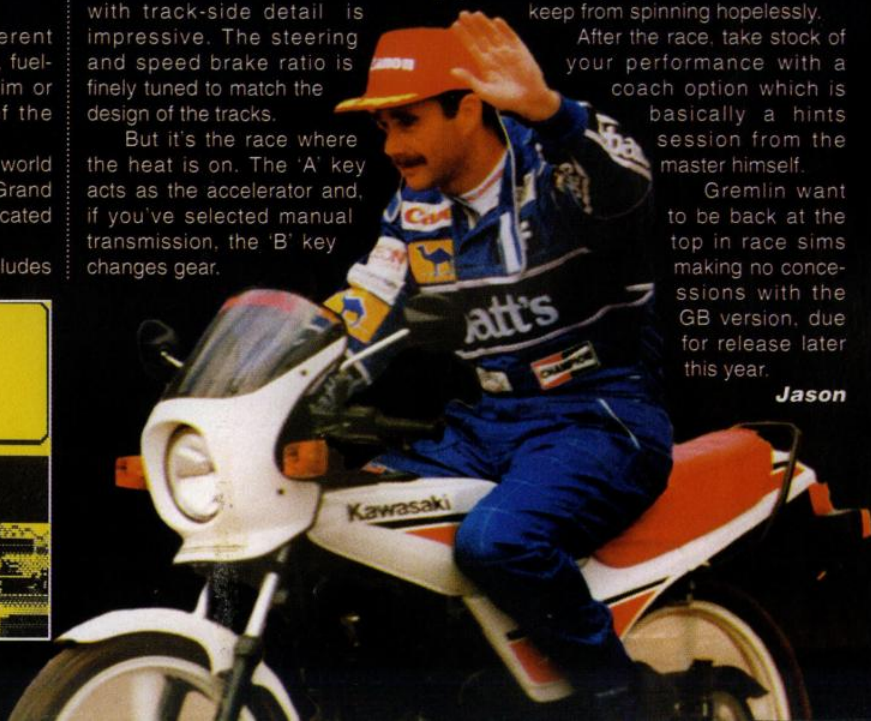
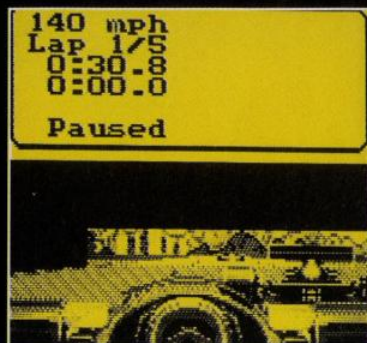
It has to be said that manual offers a truer simulation of racing... automatic's a bit of a cop out!

Steering is precise but you've got to constantly adjust your position to keep from spinning hopelessly.

After the race, take stock of your performance with a coach option which is basically a hints session from the master himself.

Gremlin want to be back at the top in race sims making no concessions with the GB version, due for release later this year.

Jason



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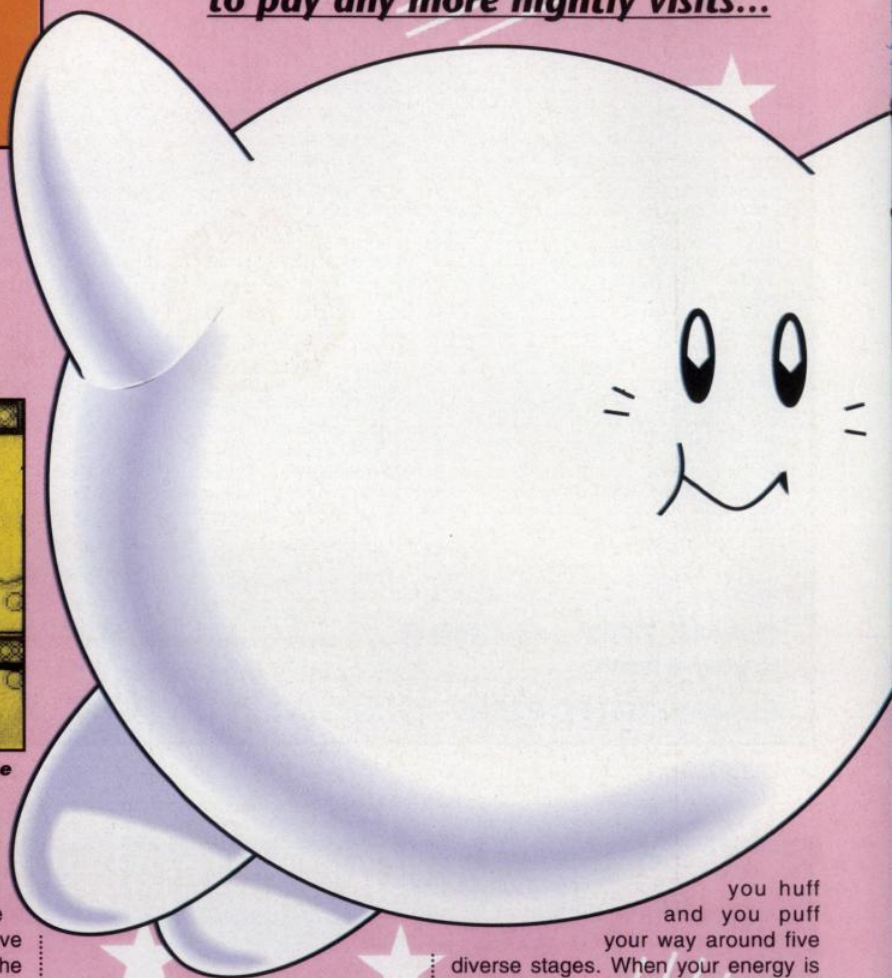
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KIRBY'S DREAM LAND

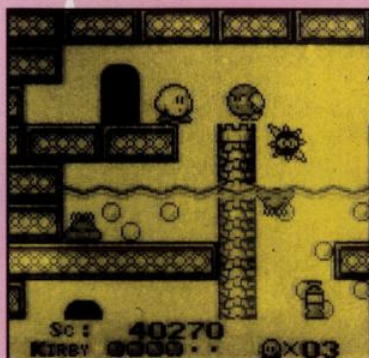
Pixie prancing and elfin frolicking are on a go-slow up in heavenly Dream Land. The stars are losing their twinkles and even the Tooth Fairy is looking glum and refusing to pay any more nightly visits...



THE SANDMAN



A wonderful feast for sore eyes and a game not to be missed in a hurry. Kirby comes kickin' his way onto your screens with a wicked amount of tricks up his sleeve with which to conquer his many opponents. Levels are plentiful and totally different in appearance while the overall ensemble is definitely chuckleworthy. Gear! Brad



Kirby takes a refreshing dip in the castle ground's enemy infested swimming pool

A band of gluttons have been on a midnight fridge raid. Not only have they scoffed all the Dreamlanders'

fave nibbles – yep, even the twiglets – but they've also stolen the stars which are vital for gathering more food.

The land is full of rumbling tummies. Something must be done before toenail nibbling becomes an enforced teatime habit.

Enter Kirby, the nation's number one dreamboat and all-round good guy. "Don't worry", you squeak. "I'll get your food and your stars back. Just trust me".

And so off you trounce, a rather plump gobstopper/bubble gum-type

character that even Willy Wonka would have been rightly proud of manufacturing in his factory.

Making more than a match for even the most industrious of vacuum cleaners, you take a deep breath and suck in all the dirty rascals and their contaminating bits of fluff.

Although you may not be able to shampoo the floor, you go one up on the recycling front by regurgitating the foes and then spitting them out at the next enemy to advance. What a guy!

Beginning with six bars of vitality,

you huff and you puff your way around five diverse stages. When your energy is at its lowest ebb, you simply return to the place where the last mini boss was defeated.

Taste of Honey

Take in the scenery of the Green Greens, sneak in the back entrance of the Castle, improve your suntan at the Float Islands and even enjoy a spot of moonlighting up in the clouds before climbing the Mystical Mountain.

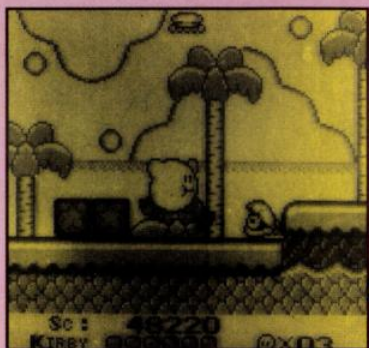
Appearances can be deceiving though and don't be misled into thinking that everything's going to be just fine and dandy.

Fluffy clouds, tropical palm trees and rolling hills hide untold dangers in

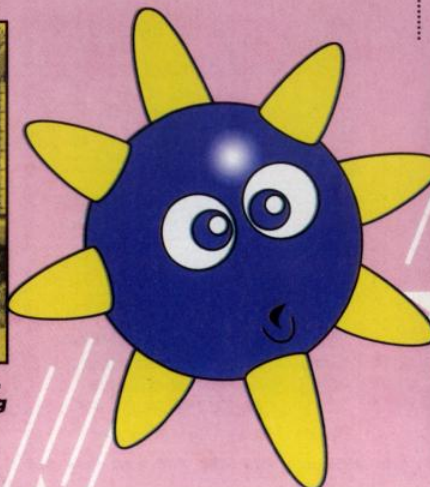
Dream Trivia



Tom Cruise is the dream man most women would like to meet, while Michelle Pfeiffer gets the most male votes. Woody Allen is the dream partner of over 30% of women, narrowly beating Sylvester Stallone and the Duke of York! Well!



Capering around the Float Islands, Kirby's more interested in avoiding jellyfish than getting a sunburnt face and peeling nose



FACT FILE

SOFTWARE HOUSE:
Hal Laboratory Inc.

SUPPLIER:
Console Plus

PRICE: £19.99

NO OF PLAYERS: 1

RELEASE DATE: Out now

AMERICAN IMPORT



Bouncing his way along the rolling greens of the first level, he huffs and he puffs his foes into oblivion



the form of cliff tops, dancing toadstools and even Orville the Duck look-alikes.

At set places a star will be patiently waiting. Without so much as a "May I have this dance", you're whisked off for a spectacular waltz around the skies.

The sparkling partner then drops you in front of a big boss thing that'll unfortunately take a lot more than a puff of wind to defeat.

As gleeful a romp as you're ever likely to get.

A boy will try bonking your bonce with a balloon while prancing around as though he's got ants in his pants. Elsewhere, a tree-trunk will sprout a Pinnocchio nose and fire pellets at you.

Ultimately you'll come face to face with King Dedede himself, the bloke who started all this trauma. He, the

bumbling coward that he is, calls upon all the end-of-level bosses to act as his bodyguards.

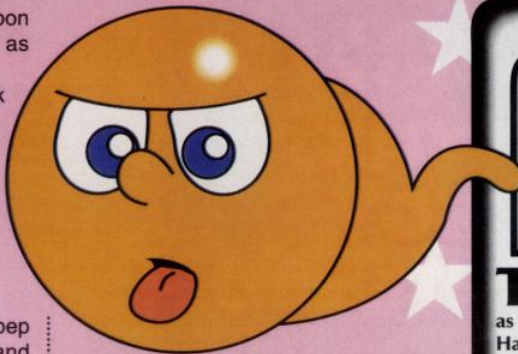
There's really no need to think that you've actually bitten off more than you can chew though. Throughout your windswept adventure, a number of items are awaiting collection to give you that added boost.

Deep Breaths

Eke out bags of magic food and pep brews to restore all your vitality and remember to swallow any lollipops along the way. The sudden intake of sugar allows you to flatten any enemies for a brief period.

The microphone is a real goodie. Not yet being up to the standard of Billie Ray Cyrus with his Achy Breaky Heart, your singing voice leaves a lot to be desired.

Use this to your advantage. Gulp down the mike and spit it out at any villains who'll then promptly explode with raucous laughter at your none too dulcet tones.



Down in the depths below the castle grounds, knock out the stars to discover a hidden passage

essential power-ups. Although you may not be good enough to win any breast-stroke awards, take a deep breath and manoeuvre around the deep blue sea.

Pop up for air, flaunt your cute dimples and wave bye-bye to your adoring fans. You've still got a heck of a long way to go before that mountain looms into sight...

Sharon

DREAM BOAT



This platform-cum-shoot'em-up game is as gleeful a romp as you're ever likely to get. Having just the right difficulty level, it stretches the Game Boy boundaries even further. Graced with gorgeous graphics, dinky sound effects and a winsome hero, you'll never want to get off this roller-coaster of a ride. Good mileage is well assured.

SCORE

92
PER CENT

Gameplay: 9/10

Lastability: 9/10

Presentation: 9/10

OCT '92
GBA 43

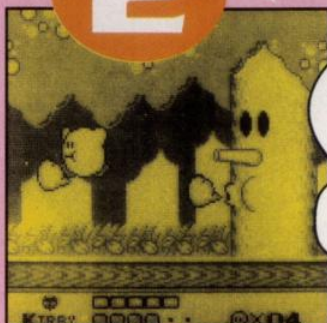
Kirby and the Dreamers

1

The dancing boy with the balloon takes three attempts to knock down



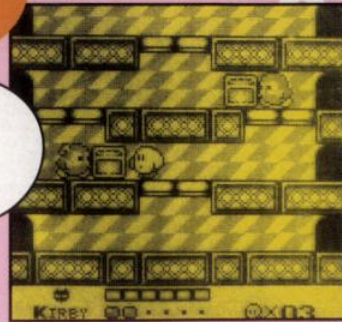
2



The next big boss is full of hot air. Swallow the apples that drop from the trees and spit them out, aiming for the nose

3

Gobble up the box, run away, and then spit it out at the fast approaching enemy



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Unable to bypass the widget in your fave game? We're here once more with no less than three whole pages bulging at the seams with all the bits you require to send that swine to GB Hell. Oh, and don't forget to write in with your own tips and cheats to: GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

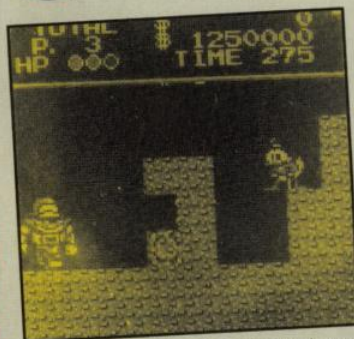


REVENGE OF THE GATOR

2 If you're having trouble getting your silver chrome ball to enter the secret upper screen, use PAUSE to shut the flap and shut your ball inside. Hurrah!

3

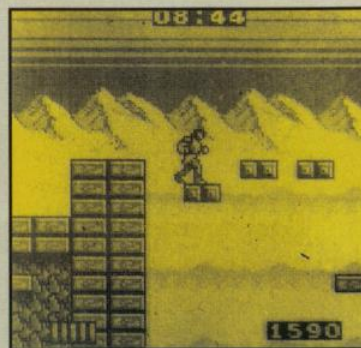
DUCK TALES



To defeat the Count at the end, you have to bop him on the bean. You think he's too high perhaps? Well then, reach him by jumping onto one of his bats and then vaulting from there to the vampire.

1

CASTLEVANIA ADVENTURE



James Weston from Bucks has sent in the following hot tip. At the end of level three, just before the evil baddie boss, there is a secret room full of goodies to give you an added boost.

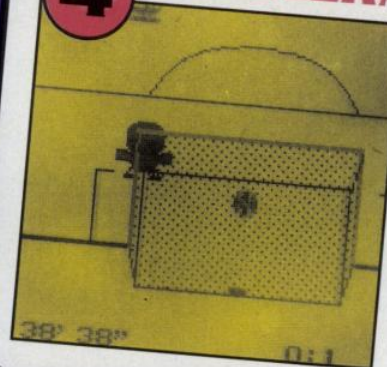
As you ascend up the long rope, towards the upper half of the rope is a secret passage in the wall.

If you jump at the wall on the right, you should mysteriously fall through it. Keep on walking and you'll reach the room.

Kieron Skelton from Tyne and Wear has found a secret room on the first level. If you go up the fifth rope and don't stop, you will find that you climb up the bricks and enter a secret room containing some candles. Hope this will be of some help.

4

SOCCERMANIA



If you feel the desire to play invisible opponents, go to the title screen and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A and finally START.

5

Rather than painfully work your way through all 108 screens, here are the passwords you'll need:

1. BDBD
2. DBBD
3. GBBG
4. HBBH
5. JBBJ
6. KBBK
7. LBBL
8. MBBM
9. NBBN
10. PBBP
11. QBBQ

And as an added bonus, here's how to beat the toughest screen of the lot - 11-08. Push the top crate to the upper right dot and the bottom crate to the bottom right dot.

Go to the two crates side by side on the left and push the right one so it's under the left one. Go back to the two crates on the dots and push them each to the left dots - upper left and lower left respectively.

Go to the lower crate on the right and push it to the left one, so that it's to the lower left of the one above it, forming a horizontal stack. Then you have to get under the lower left crate

and push it up one.

You now have a horizontal stack. Move the one on the right down one. Shove the crate to your left onto the top right dot. So far, you've filled the top two dots and the one on the bottom left.

Now move the crate on the lower right so that it's just to the right of the centre dot. Return to the crate on the lower left dot and push it three steps to the right so that it's diagonally below and to the right of the crate you moved in the previous step, ie the crate to the right of the centre dot.

Go to the stack on the left and

move the top crate to the middle dot on the left. Go to the crate in the lower right and push it to the left one, thus forming a stack of two.

Push the crate above it to the left one, onto the centre right dot. The four top dots are now covered. Move the crate on the right up one and move the crate on the left five spaces so that it's diagonal to the one you moved in the previous step, below it to the right.

Then go around the lower crate and push it to the left bottom dot. Push the last remaining crate onto the last dot. The password will be QB8L.

BOXXLE - A CHEATS PAGE SPECIAL



NEMESIS

6

Wait until the shooting starts and then press down on the PAUSE button. Move the control pad UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT press B, then A and then START. You'll then receive a whole host of power-ups.

10

SIDE POCKET

Matthew Taylor from Oldham in Lancashire has provided the solution to all three trick shots.

Trick shot one.

Press and hold RIGHT on the joypad until the direction is a straight line to the right. Use FULL POWER and NO SPIN.

1

Trick shot two.

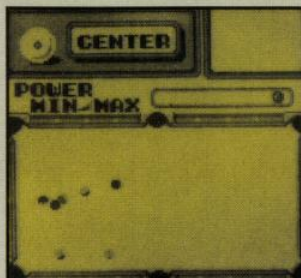
Press and hold down LEFT on the joypad until the direction is a straight line to the left. Use FULL POWER and NO SPIN.

2

Trick shot three.

Press B to change the numbers into ball shapes. Aim dead on for the number two ball (the middle of the bottom three balls). Use full BACKSPIN with one notch of the spin to the left and FULL POWER. Once this is done you will have completed the game.

3

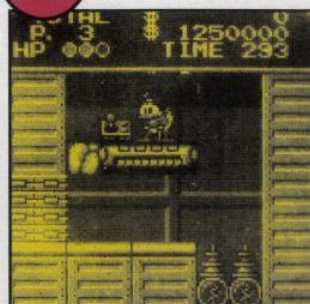


4

When the screen says SUPER BALL 9, hit the 'A' ball and the cue ball will continue moving until it has cleared the table or potted itself.

7

DUCK TALES

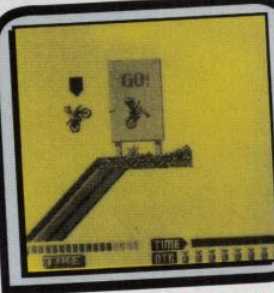


Cheers to Dave Mansell from Wiltshire for the following info.

After you have crossed the helicopter and arrived at the launchpad again on the Amazon level, instead of shelling out £300,000 or however much it is, climb to the top of the rope.

Jump up onto the little platform on your right. From there, jump onto the wall above the rope, walk across, then climb onto the next rope.

Climb up and you will appear in the same place as you would have done if you had paid loadsa dosh.



MOTOCROSS MANIACS

11

To avoid all the obstacles, make full use of the semi-circular loops. Jump into one and quickly press the 'B' button as you go round. When coming out of the loop, go wheel first into the ground. If you've gained enough speed, you'll be able to drive straight through.

BALLOON KID

12

Dave Mansell's been a busy little bee. Here's another of his essential tips:

With the second boss – the fishy one – position yourself above him, let go of your balloons and hit him. You should then be able to bounce back up and retrieve your balloons. Do this three times, and voilà.

To kill the third boss, Mr Frosty, let go of your balloons and keep jumping over his head until his hat rises. Stand in a corner until his hat comes close, then jump over it and land on Mr Frosty's head. Repeat this another two times.

16

CASTLEVANIA II



Mark Clayton from Peckham has sent in the following level passwords:

Crystal castle: blank, candle, heart, heart.
Rock castle: candle, heart, heart, crystal ball.
Plant castle: candle, heart, crystal ball, crystal ball.
Dracula's castle: heart, crystal, candle, blank.
Sound test: heart, heart, heart, heart.
Nine lives: candle, candle, heart, heart.

8**MEGAMAN**

On Dr Wily's castle, use the rolling cutter or the fire storm to kill the moles who will leave power pills and the like behind. If you are low

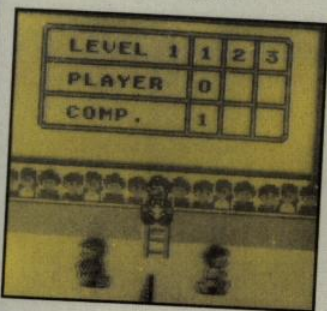
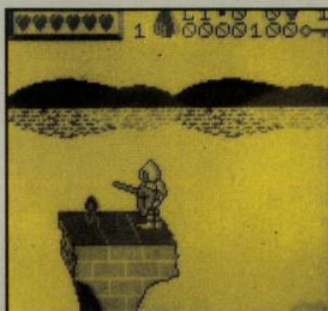
on energy, keep killing the moles by walking back a bit and then turning round and cutting them to shreds. You may be eventually rewarded with 1-ups.

SUPER RC PRO-AM**9**

To minimise skidding on the corners, turn by tapping the direction you wish to rotate in instead of pressing down on the button.

MARIO TENNIS**13**

Wait until it's your serve, then throw the ball. Don't hit it but press 'A' or 'B'. Then position your player underneath the ball so that it hits him on the head. You win the point.

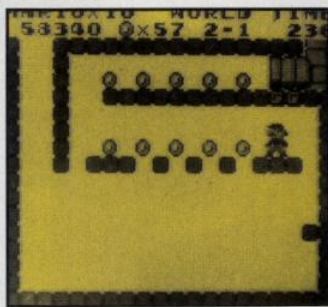
**14****WIZARDS AND WARRIORS X: FORTRESS OF FEAR**

In the room after level 1.2, there are three magical gems to be collected. Then try jumping left instead of right off the lift and you should find two extra rooms containing extra lives, gems, keys and food. On level 3.0, try going left instead of right again for an extra life and a key.

James Conway from Dublin is the kind donor of that one.

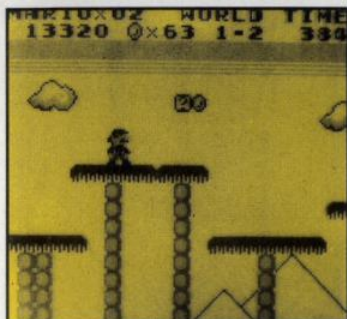
**BATMAN****15**

If you'd like to listen to all the music and sound effects in the game, hold RIGHT and UP and then press START on the title screen.

17**SUPER MARIO LAND**

Christopher Hinsley has figured out the various tunnels you can go down.
 Level 1.1: Tunnel 3 and 6
 Level 1.3: Tunnel 9 and 13
 Level 2.1: Tunnel 1 and 2
 Level 2.2: Tunnel 1 and 3
 Level 3.1: Tunnel 3 and 11
 Level 3.2: Tunnel 7 and 9
 Level 3.3: Tunnel 2 and 3
 Level 4.1: Tunnel 1
 Level 4.2: tunnel 2

At the beginning of level 1.3, move right so you can jump without hitting the low roof. All you then need to do is hop onto the lift which takes you up.



On level 2.2, get onto the small pipes after the first set of moving platforms. Jump onto the opposite platform and walk off the left-hand side into the sea. You'll come across an invisible platform. Walk towards the right and proceed under the top platform.

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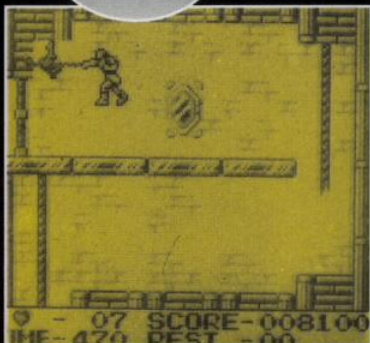
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BELMONT'S CASTLEVA

Guard your neck, the vampires are on the hunt for blood. As a lone warrior you are out to get them once again in this sequel to the horrific Castlevania...

CRYSTAL CASTLE

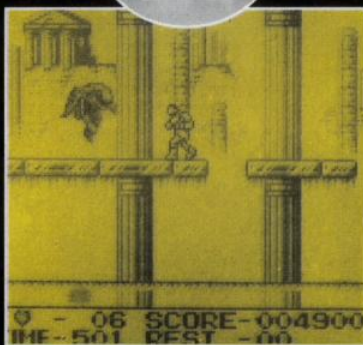
1



There aren't many little annoying bits on this level, but those that are can be easily passed once you know how...

The first thing you'll need to know is that an extra life is hidden in the wall somewhere in this level. This screen shot should be enough to tell you where it is...

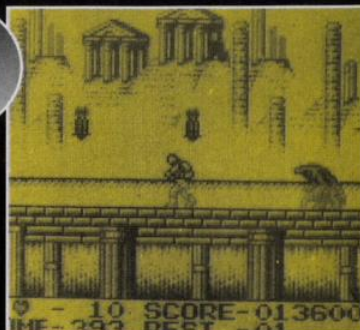
2



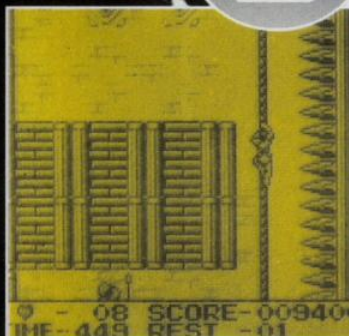
Swimming creatures can be a pain in the rear. You can see them in the shape of a flashing blob in the water. When they get close enough to you, they'll jump out of the water and try to nab you. Just stand your ground and swipe with the whip to see them off

4

Wading through the water becomes a dangerous task here since the swimming creatures make a reappearance. This time they are on the same level as you so try and cross the water quickly. You can't be harmed if you stand on the ledges

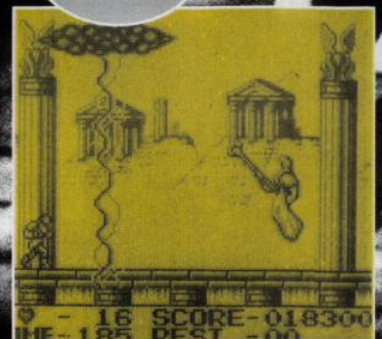


3



Spikes that move horizontally while you climb down ropes seem difficult to avoid at first. Pressing button 'A' as you climb will force you to slide, making the descent incredibly easy

5



The end-of-level guardian looks very menacing indeed and for the first few tries will kill you. Just stand as far left as possible and the cloud won't be able to hit you with the lightning. If you wait, the guard himself will come within swiping distance

GBA 48
OCT '92

REVENGE: ANIA II



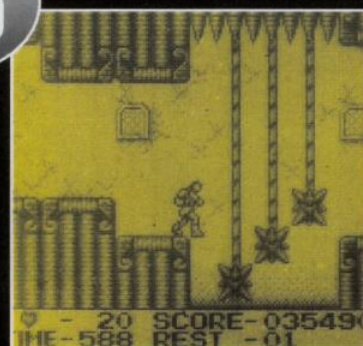
CLOUD CASTLE

Things begin to get a bit tougher here and there are some great teasers to get past...



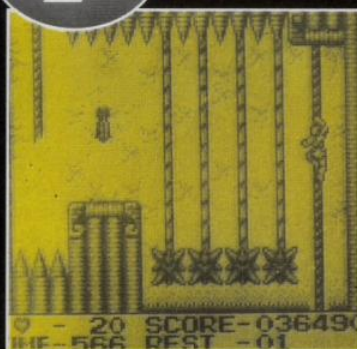
6

When you first come across the ropes with weights on them they are simple to cross, but soon you'll find three in a row at varying heights. Get as close to the edge of the platform as possible and jump across all three without hesitation



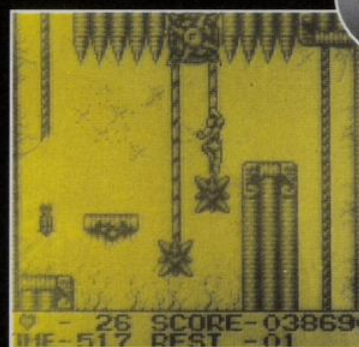
7

Soon after, you'll come to four similar ropes. Position yourself halfway up the screen on the right so you are either level with or above the platform on the left. Now jump across all four ropes without stopping before collecting the bonus at the other side



8

The ropes again make up the next difficult section. This time they'll confuse you; one will drop down to pull the other up. Walk, don't jump, onto the first rope and wait for the other to raise a little. Then jump right across onto the lift to the left



9

The most challenging section involves pulleys which you have to climb. Always jump onto a rope that is going upwards to begin with for this will stop you being dragged into the machine. Once at the top, quickly jump across the ropes



10

For the guardian you'll need your wits about you. The heads come out of the walls alternately and move up and down while occasionally firing at you. When they stop moving, get out of the way and prepare to fight with the next head



WANTED DEAD OR ALIVE

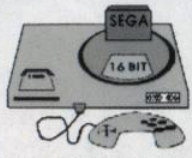
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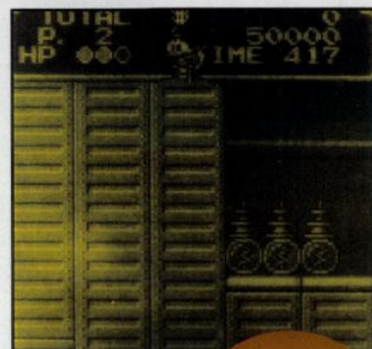
DUCK TALES



They say there's a man in the moon. I'm not sure about that in real life, but in Duck Tales that man is none other than Uncle Scrooge McDuck who's after one of the lost treasures to add to his already vast wealth.

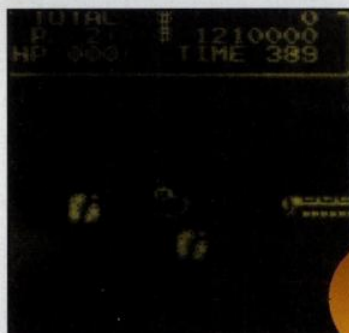
If you're having trouble getting past the Moon area, we're here to help...

Along the way, the other ducks will tell you what you need to collect to advance past this area

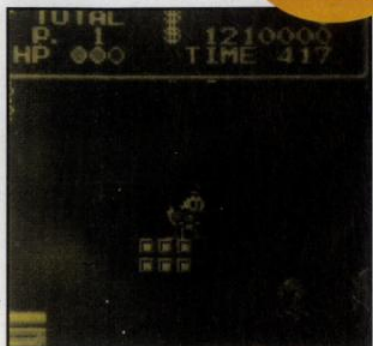


When you reach this section, pogo up to the left and you can go along the top of the wall and into a hidden chamber where the key to the UFO will be found

One of the most difficult sections of the moon is here. Jump onto the first platform which will collapse. When you've come as close to the edge as possible, leap across to the next platform. On the second platform get close to the edge again, but this time pogo onto the higher ledge. Walk across to the next platform and jump across onto solid ground

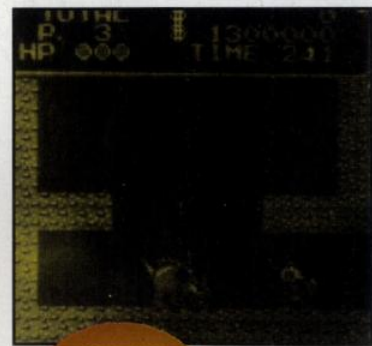
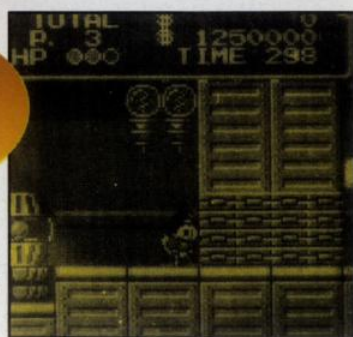


There's no time to rest here because you'll immediately encounter another difficult section. Pogo onto the moving platform and then across onto the heads of the two bad guys to reach terra firma once again



Gizmo Duck needs a remote control to blast a passage through the wall. To find this, go through the wall here to find a secret room on the other side in which the device is located.

The wall on the right may look solid, but if you jump up you will be able to get back through to the area where number four starts



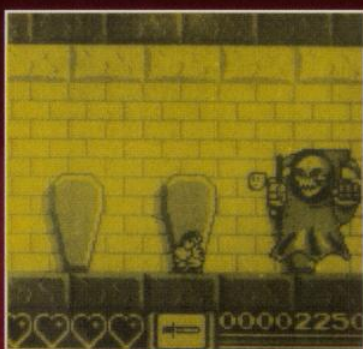
Once Gizmo Duck has opened up the underground section, go through to the end where the end-of-level beastie thing appears. To kill this, pogo onto it as many times as possible - it takes a few bounces to destroy. Do this and the moon section will be completed

GAME BUSTERS PART 1

© Columbia Tri-Star Films (UK)

GBA 52
OCT '92

THE CRYPT



You begin armed with a sword, only useful against one of the larger guardians, as is the case for most weapons.

From the start, run to the left into the graveyard. Using the sword and a certain amount of skill, make your way along, shooting the bats and ghosts. The two crab-like beasts can be jumped onto which puts them out of action for a while.

When you have moved all the way along across to the left you'll arrive at the entrance to the crypt, where you collect the weapon power potion and enter the room. You'll now be confronted with the grim reaper.

Get as close to him as possible and duck to avoid any low fireballs flung in your direction. The only weak spot is his head, so keep on shooting at this until the enemy blows up in a ball of flames. You will now have rescued Wednesday



By now you will have obtained the golf club which you can use to swipe at the beasties, but select the sword again for the time being. Head back through the graveyard to the front door of the house and then go inside.

Make your way up to the third floor and proceed right; you'll find that the door up there will now be open.

Kill the two bats found in this room and collect the weapon power-up and the special potion. You'll be transformed into the Gomez sea creature. Jump up to the door in the top left of the screen and go through.

Fall into the water and go left to begin with to get the extra heart, then swim all the way along to the right, remembering to exit the water every now and then to top up your oxygen level. The many fish around can be shot if necessary

THE ADDAMS FAMILY

The Addams Family, based on the smash hit film now out on video to rent, is not your straightforward platform romp. It needs to be tackled in a pre-set sequence. For those of you either bored or stuck, help is at hand...

RIVER



When you reach the door at the end, enter without hesitation and select the sword.

Now fire away at the squid, shooting just above the eyes, until it dies. Sadly, it is possible to run out of ammo here. If you do, there is no other way out than dying so make sure you have a few lives. Lurch is now a free man and he passes some ice cubes to you. These are used for the next bit...



THE ICE BOX



Go back down to the ground floor and head right until you come to a second flight of stairs. Go up here in order to collect the Frankie potion before entering the Ice Box.

Once inside, you'll notice that the floor is rather slippery, so you are advised to proceed with caution. Also, watch out for the penguins that roam about on the platforms. Although they can't be killed you can jump over them



To cross the water, throw an ice cube in and wait for it to float across to the centre before leaping onto it and then off onto terra firma once again. This is nowhere near as simple as it sounds!

If you take your time everywhere else, then the rest of the level is relatively simple. There is no guardian here, so when you reach the end you'll just obtain the icicles needed to complete the boiler room, which I'll tell you about in part two...



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OCT '92
GBA 53

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Welcome to Q & A. The only page where you can get something off your chest! Just make sure you send in all your Game Boy/women/men questions.

Q & A



Ninja Ninja

Yo Brad,
You gotta help me man with that class oriental/futuristic beat'em-up/shoot'em-up Ninja Gaiden. Well, I can't kill the mother of that jumping robot thing on the first level. If I don't get past it soon I'm gonna sell my Game Boy.

S Adman, London.

Brad: You really are a sad man. If you can't even defeat that mechanical baddie on level one, you really shouldn't own a Game Boy.



I really don't know why I bother sometimes. The solution: simply hold your ground every time and when the robot approaches, hit it. If it climbs on the roof, just walk underneath it, turn around and repeat the process. Easy.

Tetris Trauma

Dear Brad,
Please can you help me? I've got a bit of a problem. One evening after a serious Tetris session, I decided to go to the local youth club.

After a couple of cartons of orange squash I was feeling quite giddy, let me tell you. Anyway, this attractive girl started giving me the eye, (well give it her back, Brad).

To cut a long story short, we chatted for a while and she invited me back to her house for a bakewell tart and a mug of Horlicks. How could I refuse?

We arrived at her house and, true to her word, she gave me a tidy wedge of the aforementioned cake. Imagine my surprise when she took me by the hand and led me upstairs to her bedroom.

As I sat on the end of the bed not really knowing what to expect she

pointed at the bedside drawer and said, "I want you to play with me".

I slowly opened the drawer and couldn't believe my eyes when they focused on a brand spanking new Game Boy. She asked me to plug my two-player adaptor in hers and play Tetris.

Although I knew it was wrong I agreed. As soon as I'd had a couple of games I made my excuses and promptly left. The problem is, every time I bump into her she tells me to come around and play again.

If I don't, she'll tell my girlfriend. Please help me, you're my only hope.

A worried Right Said Fred fan, Berkshire.

Brad: Oh you really are in a pickle. If I were in your boots I would be perfectly honest with your girlfriend and tell her all about the Game Boy incident and ask for her forgiveness. And don't do it again!

Dear Brad
Please can I have my page back?
Brian Sharp, Macclesfield.

Brad: No! Because you've got a most stupid moustache.

Holy Walls!

Hi Brad,
I've just bought Batman: Return of the Joker and I'm having a hell of a lot of trouble jumping from wall to wall. I'd pay good money for any help you could give me.

Amanda 'Alma Sedgewick' Barrie, Weatherfield.

Brad: It's not very often we get letters off top TV stars. How's life on the Street? Sorry to hear about Don's leg. I'm surprised you have time to play games, what with your busy career as a thespian.

WRITE TO

Uncle Brad's Kickin'
Warehouse, GB Action,
Europa House,
Adlington Park,
Macclesfield SK10 4NP.

In answer to your question, yes I agree it really is difficult to master the jump. The only advice I can give you is that it does take a long time before you can use the leap effectively. You know what they say - practice makes perfect.

Phantom Racer

Dear Brad,
I am very confused. While playing F-1 Race the other night, I was in first place. Strangely though, as I came up to the final lap I saw yet another car in front of me. Please could you tell me who this other cheat of a car is?

Tanya Bernacci, Paisley.

Brad: The chances are the phantom car you bumped into is being driven by none other than top storyteller/poet Willy Rushton on his way to the BBC studios for the new series of Blankety Blank.

OK, I'm lying. Because you're so fast at driving you will have caught up with the slowest driver on the track, a backmarker if you will. Simply avoid the car in question and travel on to victory.

Got A Hunch?

Dear Brad,
Firstly, thank goodness that ugly horrible man Brian has gone. Right, down to business. Can you point me in the direction of any secret passages in the fantastic Super Hunchback?

Joanne Rowe, Middleton.



Brad: In answer to your question, jump on the first rope you come to. When it's directly in the middle (totally straight), jump off and you'll avoid the spikes in the pit and fall into a secret area full of extra lives and goodies. Hurrah!

Dear Brad,
I'll shave it off.
Brian Sharp, Macclesfield.

Brad: Go away!

WIN!

A REMOTE-CONTROL JEEP

In conjunction with the 'must-buy' action-packed driving sim, Jeep Jamboree, Gremlin present a superb competition. You could be the proud owner of a top of the range remote-control Jeep. Meanwhile five lucky runners-up will receive a copy of the Game Boy game.

Driving in video land is great fun and quite safe and there is little damage that can be done with a super Bear Hawk Buggy.



OCT '92
GBA 57

Road Safety

On the road in a car, safety is the difference between life and death. How well do you know your road safety though?

To stand a chance of winning the jeep or a game, you must correctly identify these road signs. Is the correct one A or B?



A: Eddy Kidd's comeback tour
B: All motor vehicles prohibited



A: Quayside or river
B: You've just missed the car ferry



A: Don't drink and drive
B: Slippery roads



A: Scattered showers expected
B: Roadworks

Jeep Jamboree Competition

1 A
B

2 A
B

3 A
B

4 A
B

Name: _____

Address: _____

All entries must arrive by 25th October and should be sent to: Jeep Competition, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

All employees of Europress Interactive and their families are banned from entering (so tough luck mum!). The Editor's decision is final and no correspondence will be entered into.

BUYER'S GUIDE

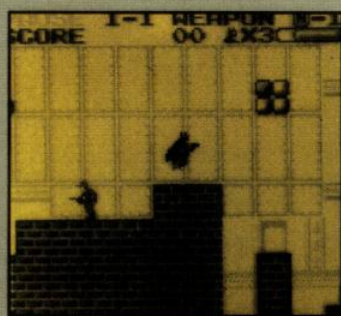
Games come and games go, passing through your life like strangers in the night. But what about those official releases with enough guts and groovy gameplay to stand the test of time?

THE ADDAMS FAMILY
Ocean
Platform romp
£24.95
1 player
Released 1992



Platform movie antics with the strangest family on this side of the cosmos. Ocean's third game on the Game Boy is a step in the right direction, being both fun and addictive. Although graphically not tremendous it is competent and cute, strange for a bunch of ghouls don't you think? Recommended to fans of Mario and the smash hit movie.

BATMAN
Sunsoft
Platform romp
£25.00
1 player
Released 1991



Yet another platform game based upon a hit movie. Is the software industry aware of any other game style? This is a cracking little romp in which you, as the Dark Knight, have the task of stopping the plans of the evil Joker. Great, but miniscule, graphics and absorbing gameplay take it to new heights.

ADVENTURE ISLAND
Hudson Soft
Platform romp
£24.95
1 player
Released early 1992

Adventure Island is a playable platform romp that'll keep you addicted right from the word go. Graphically the game is nothing more than average with fairly smooth scrolling and defined sprites. Sound can be a little nauseating at times but on the other hand gameplay helps to elevate it to a damn good and enjoyable platform romp.

BOULDER DASH
Sunsoft
Arcade action
£24.99
1 player
Released 1990

An all-time classic this one: puzzles, mazes and falling perils – what more could you ask for? The aim is to leg it around the place, avoiding rocks dropping on your head and collecting diamonds. When you've obtained enough, you then have to find the exit and leave. With hundreds of levels like this, you can't question the value, or can you?

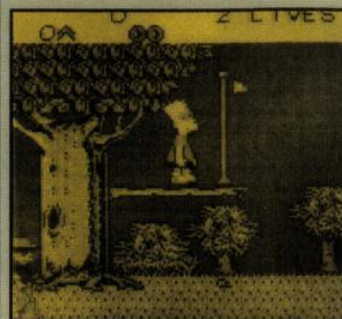
BUBBLE BOBBLE
Taito
Platform romp
£24.00
1 player
Released 1991

Bubble Bobble is arguably the definitive platform romp on any game machine. The Game Boy version emerges as being particularly impressive. Unlike many other conversions the screen scrolls, but this is no major gripe since the action is still as exciting as ever. Graphics are generally OK and the sound is good, and although a tad annoying after a while, it is still the same as the coin-op! It's a shame it's not for two players, but a fun-packed cartridge all the same. First class.

BUBBLE GHOST
Infogrames
Puzzle game
£20.00
1 player
Released 1991

Friendly ghosts are hard to find nowadays; Bubble Ghost is an exception. The aim of the game is to successfully guide a bubble through many hazardous screens by simply blowing it with your delicate breath. Difficult enough to keep even the most hardened of gamers busy for eons despite the fact that there are less than 50 screens. Pleasantly addictive and frustrating mindblowing fun as well.

BART SIMPSON'S ESCAPE FROM CAMP DEADLY
Acclaim
Platform adventure
£25.00
1 player
Released 1992

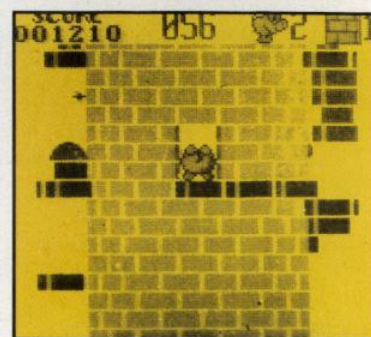


Seldom does a decent game emerge from a cartoon licence, yet Escape from Camp Deadly turns out to be fun and addictive. You control Bart as he attempts to make his escape and rescue his sister Lisa from her predicament. Along the way you'll have to solve a few puzzles, plus put a stop to the evil doings of some nasty people, all of which adds up to an enjoyable release.

CAESAR'S PALACE
Ocean
Gambling game
£25.99
1 player
Released June/July 1992

Beat that addiction with Ocean's remedy to the gambler's disease. Travel to Las Vegas without leaving home comforts. Whether you're a card player or a roulette fancier, every whim is catered for and implemented in such a way as to make it tremendously appealing. Games in this mould suffer from a lastability problem but it's still worth a look.

CASTELIAN
Storm/The Sales Curve
Arcade game
£24.99
1 player
Released August 1992



The hero of the piece is a frog by the name of Julius whose island has been surrounded by six alien towers. His task is to climb to the top of the rotating structures in order to place a bomb and destroy them. Simple and

fuss-free gameplay is perfectly suited to the Game Boy, but don't think it's going to be an easy ride! It's nigh on impossible to avoid colliding with the onslaught of meanies who'll send you plummeting to a watery grave. You'll need nerves of steel to make any real progress. You'll need a good memory, speed and plenty of skill and accuracy in this great long-term challenge.

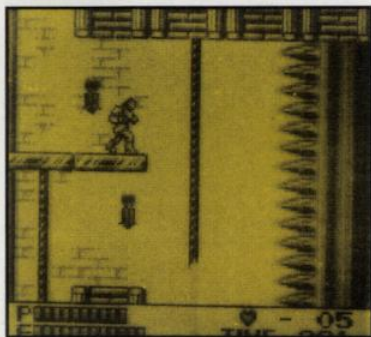
CASTLEVANIA ADVENTURE

Konami
Platform adventure
£24.95
1 player
Released 1991

If running around in battle armour whipping anyone who crosses your path is your idea of a good time, this could well be for you. Featuring some truly stunning visuals and atmospheric sound effects, witness one superior platform jaunt. Unfortunately the whole thing is a little on the short side with only four levels to play.

CASTLEVANIA 2: BELMONT'S REVENGE

Konami
Platform romp
£24.99
1 player
Released August 1992



There isn't much difference in the visuals department here from the graphics in the original game. This time around though there has been some fine tweaking on the gameplay side of things and the end result is very enjoyable. Neither are the levels too damn hard to complete and the inclusion of a level selector keeps you interested for longer than before. Belmont's Revenge is superb.

CHASE HQ

Taito
Racing simulator
£24.00
1 player
Released 1991

What was a most triumphant arcade game has been transferred to the Game Boy with absolutely no feeling whatsoever. OK, it moves at a quick pace and the graphics are far from awful, but the game is tedious and you'll regret spending your dosh on it after only a few hours. Not for the avid racing buff, in fact not for anyone!

DOUBLE DRAGON 3

Acclaim
Beat'em-up
£24.95
1 or 2 players
Released August 1992



Billy and Jimmy are back in what's their third confrontation against the dark oriental forces that cover the globe. This time the boys are searching for the three mysterious Rosetta Stones. As with previous games of the ilk, you'll spend all your time kicking and punching anyone who dares to walk the streets. Add to this the shops from which you can buy all manner of offensive weapons and you've got a reasonable beat'em-up.

DR FRANKEN

Elite
Arcade adventure
£24.99
1 player
Released September 1992

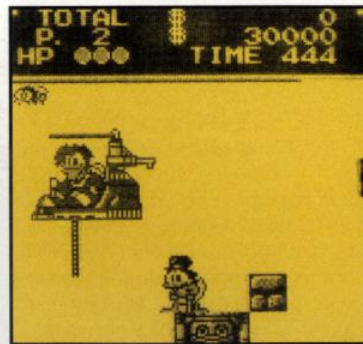


Ghoulis goes onsee the loveable Dr Franken searching his Gothic castle in search of the severed bits of his long-time girlfriend (sic). There are around 100 spook-filled rooms to search, each packed to bursting point with all manner of marauding monsters. Gathering anything that isn't bolted down, Dr Franken must solve diabolical puzzles if he is ever to discover all the bits of his girl. Only when he has gathered all the pieces can he bring her back to life and live in eternal happiness.

DUCK TALES

Capcom USA
Platform romp
£25.00
1 player
Released 1991

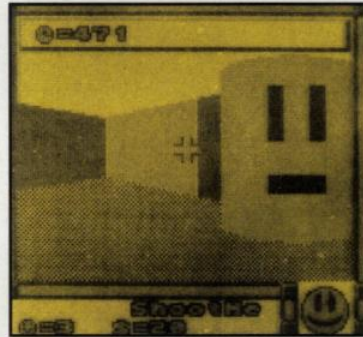
When the graphics, sound and gameplay on a piece of software are



all of a well above average standard, then you may well guess that it is a worthwhile purchase to make. You take control over Scrooge McDuck as you endeavour to venture around level after level of fun and frolics. Things may initially seem a little bit on the easy side but it's best to view that as a challenge. Huey, Louie and Dewey also pop up as you move from one location to another.

FACEBALL 2000

Bullet-Proof Software
Maze/shoot'em-up
£24.99
1 to 4 players
Released July 1992



Faceball 2000 is best described as Pacman in 3D. As a faceball your mission is to travel around the labyrinth of corridors hunting down and zapping others of your kind. Early levels are used to introduce new twists and turns while experienced players will face all manner of crazy mutants. The fun really starts when up to four players compete. Chase each other at breakneck speeds and ultimately shoot to kill. What more could you possibly want? It's action all the way and as you get better the challenge certainly gets tougher. Try out Faceball 2000 at all costs and, if possible, rope in your mates too!

F-1 RACE

Nintendo
Racing simulator
£29.95
Up to 4 players
Released early 1992

Racing games are very popular both in the arcades and on home computers. F-1 Race is a fast paced racer, helped immensely by the presence of a four-player link-up option. The actual game is fast and furious despite becoming a little tedious when in one-player mode.

FORTIFIED ZONE

Jaleco
Shoot'em-up
£19.95
1 or 2 players
Released 1991

Butch guy and girlie alien basher take on the world in this run-of-the-mill room to room blast'em-up. Dash around shooting anything that moves and then jump up and down on the power-ups to gain extra weapons and health boosts. Not bad but no more than an adequate meanie mangler.

HOOK

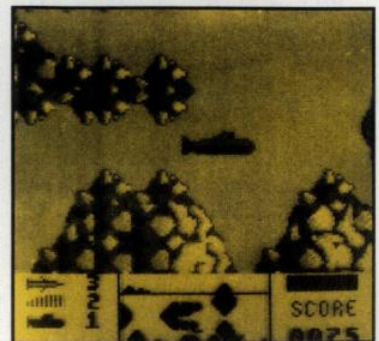
Ocean
Platform romp
£25.99
1 or 2 players
Released June 1992



If you've been disappointed by the movie, like so many, then the game from Ocean will redeem all. This is a platform romp of the highest quality, bound to have you addicted for months. Platform leaping isn't all it contains either as there are flying and beat'em-up sections as well. Controlling Peter Pan, the quest sees you trying to rescue your children from the clutches of Captain Hook. Great graphics and gameplay add up to one amazing treat...

THE HUNT FOR RED OCTOBER

Hi Tech Expressions
Shoot'em-up
£25.00
1 or 2 players
Released 1991



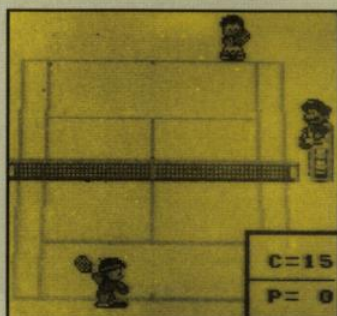
Based on the film, this is a thinking man's shoot'em-up. No mindless blasting here, captains must guide their craft through underwater caverns while avoiding any contact with the Soviet hunters. The action will test you to the maximum

BUYER'S GUIDE

KWIRK Acclaim Puzzle game £14.95 1 player Released 1992

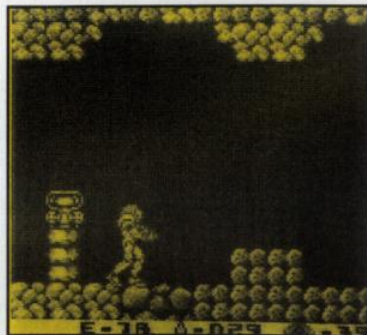
A game where the central character is a fruit has got to be the strangest title ever (almost!) Either way, Kwirk is a fun, exciting puzzle game that will tease your brain to the full. Rotating blocks are the order of the day and it ain't arf strange! It takes a minute to play but ages to master.

MARIO TENNIS Nintendo Sports simulator £20.00 1 or 2 players Released 1989



Mario and Luigi battle it out with backhands, smashes and volleys in this highly enjoyable tennis tournament. With four levels to choose from, each more difficult than the last, skill and tactical thinking will be called for. Your opponent is no walk-over and you'll keep returning for more onslaughts in your bid to emerge victorious. It's fast paced with realistic ball and player movement and not something you'll easily tire of. Game, set and match to Mario.

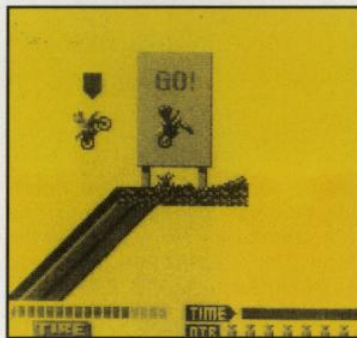
METROID II Nintendo Shoot'em-up/platform game £19.95 1 player Released 1991



Nice, big, well-animated sprites dashing through nicely drawn scrolling scenarios killing things. Hmm, well! There is good fast-paced violent action here, topped off with some really super-duper presentation. Check out the animation

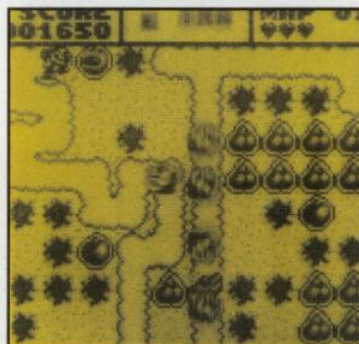
of the central sprite, surely the smoothest you're ever likely to see on the Game Boy! But the game isn't the best one ever written, so beware!

MOTOCROSS MANIACS Palcom Software Racing game £19.95 1 or 2 players Released 1991



Strange but somewhat addictive racing romp reminiscent of Kick Start, only this has much simpler stunts for you to attempt. The graphics aren't particularly stunning but they serve their purpose well enough. Eight levels is a bit on the short side for they can be beaten within a very short time of keen and dedicated playing. Nonetheless, a fun game that turns out to be somewhat of a challenge!

MR DO! Ocean Arcade adventure £25.99 1 player Released June 1992

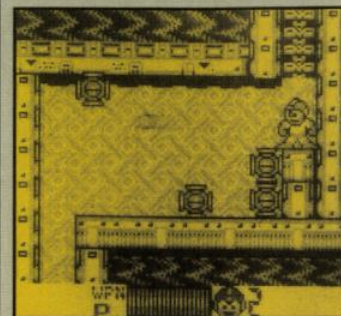


Converted straight from the arcade machine to your Game Boy, Mr Do! follows the antics of the clown of the title as he collects fruit. Something seems to have gone amiss in the translation and sadly this version is not something you'll spend hours at a time playing. I can't put my finger on the problem since the game seems the same as the coin-op. Only if you are a very big fan of the original is this worth a look.

NAVY SEALS Ocean Platform romp £25.00 1 player Released 1991

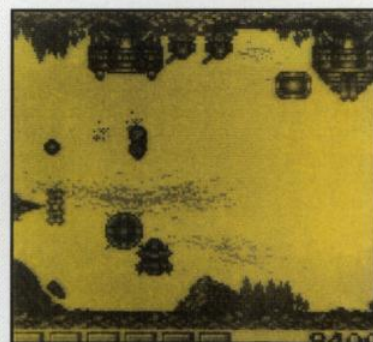
You take command of an elite force of military undercover marines, six to be exact. Their mission is to infiltrate a base in the heart of the Middle East and destroy a large shipment of stinger missiles. Not particularly brilliant to play but with some superb graphics, Navy SEALs does keep your interest alive.

MEGA MAN Capcom Platform romp £25.00 1 player Released 1991



Mega Man is the new futuristic hero on your Game Boy and, as ever, he has appeared in a platform game. This is no ordinary release – it is damn addictive and brilliant to boot. The graphics are excellent and the gameplay just can't be faulted. Rush out and get it now, unless you happen to have done so already!

NEMESIS Konami Shoot'em-up £25.00 1 player Released 1991



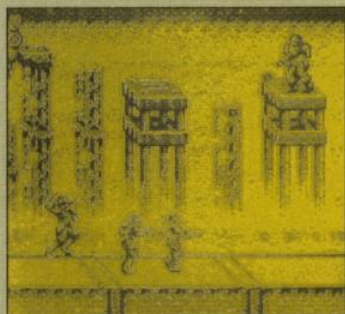
Nemesis is widely regarded as the best blasting game on the Game Boy, and quite rightly so, for the time being! It is a fast action, addictive blast pulled straight out of the arcade and brought to your mono screen. Graphics, although small, are detailed and serve their purpose well enough.

NINTENDO WORLD CUP Nintendo Sports simulator £20.00 1 player Released 1991



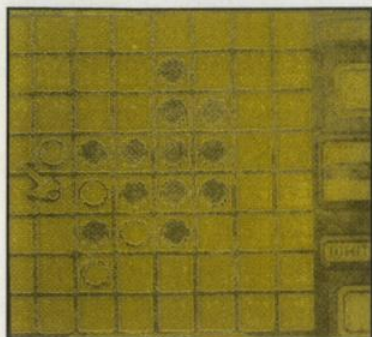
With my memory only able to remember two football games on the Game Boy, the other being Pro Soccer, World Cup is the worst so far! The side on view is OK at a push but the men on the field look more like overgrown animals rather than football players! A fairly average game that I'm sorry to say not even the most devoted of footie fans will enjoy in any great depth.

OPERATION C
Ultra Games
Shoot'em-up
£19.95
1 player
Released 1991



Excellent blasting game with two different styles of play that keep your interest throughout. The graphics are great with good looking backdrops and well drawn sprites. Difficulty is set just right and the end result is something well worth having in your collection.

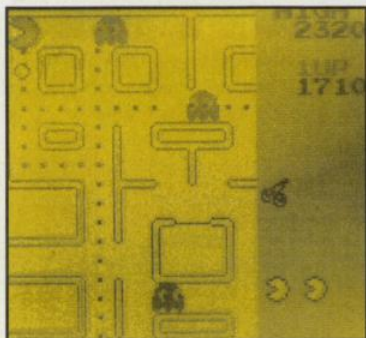
OTHELLO
Nintendo
Board game
£19.95
1 or 2 players
Released 1991



Othello is a good strategy board-game that most households will have at least seen at some time or other. This conversion is as good as you're

likely to get on the Game Boy. Thankfully this is no mean thing and it is good to play and considerable fun in two-player mode as well!

PACMAN
Namco
Maze game
£24.00
1 player
Released 1991



Games come and games go but few have the staying power of Pac-Man. It was one of the first releases ever and is still remembered today. See if the same can be said for Mario! The Game Boy version of this classic is every bit as fun to play as the original but it is a little bit slower and therefore a lot of people won't want to partake.

PAPERBOY
Mindscape
Arcade action
£19.95
1 or 2 players
Released 1991

Perhaps the most fun style of game, wreaking havoc, is here ruined by bringing it onto the Game Boy. The graphics are basic and the scrolling is awful which sadly makes a game that fans of the original will find tremendously disappointing.

PAPERBOY 2
Mindscape
Arcade action
£24.99
1 or 2 players
Released July 1992

This wasn't a game that we were looking forward to since the original on which it is based isn't much cop. Thankfully we were wrong to make assumptions and Paperboy 2 is an incredible improvement over the original. Basically what we have here is more of the same but it has been programmed a lot better by the boffins at Mindscape. Recommended.

PIT-FIGHTER
Toy Headquarters
Beat'em-up
£25.99
1 player
Released July 1992

Originally an Atari coin-op, Pit-Fighter wonned audiences with its first class digitized graphics. Naturally, the humble Game Boy can't match the

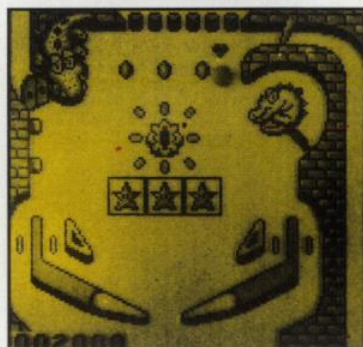


glorious graphics of its arcade counterpart but the programmers have certainly done an amazing job. The aim of the game is to earn money with your muscles alone. Assume the role of Buzz, Kato or Ty and take on a wealth of would-be challengers. Using your special moves you should be able to beat the first couple of contenders, but then things start to really hot up.

Q BERT
Nintendo
Puzzle game
£24.95
1 player
Released 1991

Not much to this game. Leap about a 3D pyramid and land on each square to change the colour. And there's more. The obligatory hoards of meanies appear and as you advance through the levels things suddenly begin to get very hard indeed. Q-Bert is a conversion of a not very successful coin-op. Platform players might enjoy the challenge. However, if you persevere with it Q-Bert can soon become highly addictive.

REVENGE OF THE GATOR
Nintendo
Bat 'n' Ball
£19.95
2 players
Released 1991

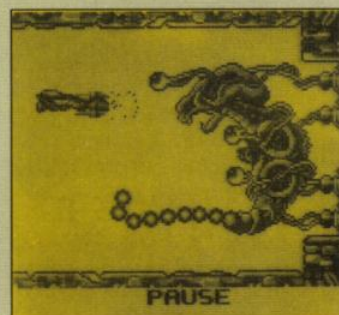


A delightful and hugely addictive pinball game which comes with all the trimmings associated with the arcade counterpart. With five separate tables to scroll up and down, realistic, rapid ball motion, the obligatory buzzes and bells and a tremendous smattering of targets to knock out and bonuses to collect, you'll be onto a real gem of a game. A tilt hasn't been included but that can be easily overlooked since gameplay as a whole is quite superb. Not one to be missed.

ROBOCOP
Ocean
Shoot'em-up
£25.99
1 player
Released 1991

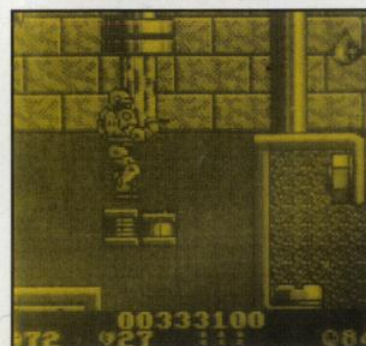
Basically this game is a direct conversion of the Spectrum version which in turn was a direct conversion of the coin-op. Thankfully the 16-bit abominations haven't been converted! You control Detroit's metallic lawman as he patrols the streets ridding the world of drugs and crime through, what else, brazen violence. It takes an acquired taste to learn to like this.

R-TYPE
Irem
Shoot'em-up
£19.95
1 player
Released 1991



Fans of the arcade original will not be disappointed with this excellent conversion. Everything is represented to the best of the Game Boy's ability and is superbly drawn. The only possible grumble would be about the difficulty level which appears to be a little too easy in the long run. Still, great excitement for all the family.

ROBOCOP 2
Ocean
Platform romp
£25.99
1 or 2 players
Released July 1992



The first game wasn't particularly awe-inspiring and, to be honest, neither is the sequel although thankfully an improvement over the first. Once again you control Robo as he wipes out yet more drug dealers and upholds the law. The difficulty is set at a good level and it should at least be worth a look.

BUYER'S GUIDE

GBA 62
OCT '92

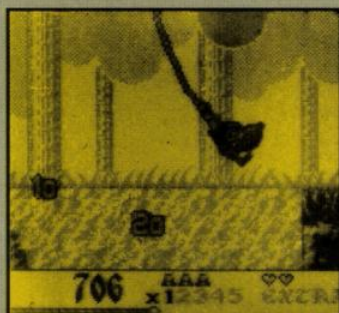
SIDE POCKET Nintendo Sports simulator £25.00 1 or 2 players Released 1991

Just because this is a pool game don't expect a version of the game you all know and love from the local pub or arcade - this is the US version! There are a number of variations on the game for you to play but none of them are much cop.

SNEAKY SNAKES Tradewest Platform romp £25.00 1 player Released 1992

Sneaky Snakes is not your typical platform romp, in fact the basic premise to the game is highly original. The aim is to eat as much as possible. At the end of each level there is a weighing machine and if the bell rings then you progress forever onwards. Fun and addictive, Sneaky Snakes seems set to be a neat little earner for Tradewest!

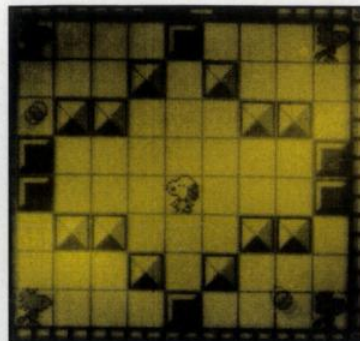
SUPER HUNCHBACK Ocean Platform romp £25.99 1 player Released Sept 1992



Not many releases reach this high standard on any machine but Super Hunchback is a game that you must own. It features some of the best and most humorous graphics you'll ever see on top of incredibly addictive gameplay, not to mention some terrific sound effects too. Rescuing Esmerelda is a task that every GB owner should take part in, rush and buy it now!

SNOOPY'S MAGIC SHOW Kemco Puzzle game £24.99 1 or 2 players Released September 1992

You control Snoopy in this arcade-cum-puzzle game which offers excellent lasting appeal. Your tireless mission is to save Woodstock who, like the bird brain he is, has gone and

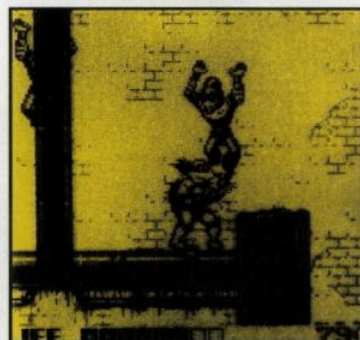


got lost. Snoopy has to avoid a lethal bouncing ball, negotiate a tricky maze and look for secret passages into the next zone. And all this before tea!

SUPER RC PRO AM Rare Racing simulator £24.95 1 player Released 1991

Few racing titles have ever reached the quality attained by Super RC, very few have ever used the graphical style. Viewed from a forced isometric perspective this game really is something special. If you are a fan of squeeling rubber and frantic bumper to bumper action then this is the best you're likely to get on the little grey box. Superb!

TEENAGE MUTANT NINJA TURTLES: THE FALL OF THE FOOT CLAN Ultra Games Beat'em-up £24.95 1 player Released early 1991



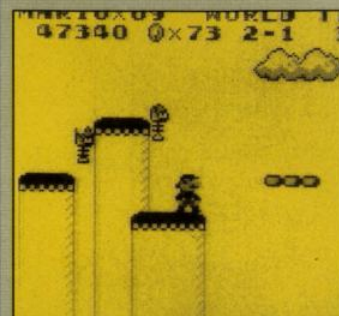
Now, none of us in the office have ever been great fans of the Turtles, yet we were prepared to give the game a try. Sadly it lives up to all expectations and is not the type of thing we'd spend hours playing. The characters are recognisable and the whole thing is presented well, but gameplay is very bland indeed, rather like watching either of the two movies!

TERMINATOR 2 Acclaim Shoot'em-up £24.95 1 player Released early 1992

Terminator 2 is a six stage shoot'em-

up which takes you through time as both John Connor and the Terminator himself. Graphics are top-notch, although the first level is a little too complicated and things tend to get lost in the background. The variation between stages adds to the longevity with hours of fun gained from the tough task ahead. An excellent conversion of the smash-hit film, one to look out for.

SUPER MARIO LAND Nintendo Platform romp £19.95 1 player Released 1989



Released to coincide with the launch of the GB itself this is still regarded as the best in its genre. Mario is such a recognised character now that you needn't be told what is involved. If you don't own this one yet then you just can't comprehend what you've been missing out on. The only gripe in the whole product is that there is no continue option or password system to help you along. Still, who needs them?

WWF SUPERSTARS Ljn Beat'em-up £25.99 1 or 2 players Released 1991



The latest craze to hit the teenagers in this country, thanks to the wonders of Sky TV, is the WWF Wrestling. This is the umpteenth computer version of the 'Sport' to hit the screens in the last year. All said and done though, none of these have been particularly excellent and this is no exception. Graphics are splendid, as is the sound, but it's sadly let down by a lack of moves to practise and perform.

Now, now, don't be put off by the old geezer on the box who looks like he's fresh from an audition for ZZ Top look-alikes. His beard is an immense bush of, well, hair, and his intellect is far greater than the size of his beard.

THE CHESSMASTER

CLASSIC GAME

Firstly, this game is no longer available on official British release, shame, and can only be obtained on import from the US of A, ie through mail order companies.

Although chess is best when played traditionally on a board, you will be hard pushed to find a better conversion than this anywhere else.

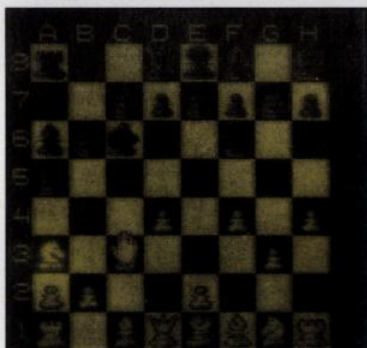
There's even some speech included which is surprisingly clear on the opening credits.

The game is played in exactly the same way as the board-game, but there are 16 mind-stewing skill levels to play against.

Cerebral Enhancement

If you're up against one of the more difficult players it may seem to take forever. If you fancy nipping out to make a brew or walking to the shop, it can fortunately be saved at any time.

All you do when you return is



The hand moves the pieces around the board. No more arguments over move changes 'cause you took your hand off a piece

simply put the code in and continue your battle.

If you don't know the rules of chess I won't even begin to try and explain the various moves each of the pieces can do.

If, on the other hand, you do know what's what and enjoy nothing better than a nice relaxing but mind-boggling few hours, then look no further.

Now there's no need to play



chess on Sunday afternoons at home when you've nothing better to do.

With your Game Boy you can participate wherever you may be without the restrictions of the bulky board and your large amount of fearsome warriors.

This conversion lives up to its counterpart.

The controls on this game are dead easy to use and pose no difficulty to the player. Each time you take one of your opponents' pieces there's a neat bit of speech and likewise when you (or your opponent) are checkmated.

One important piece of information I can divulge is that the computer always does the same opening two moves every single time. Weird or what?

The player will always start as the whites who I see as the goodies. I prefer being the blacks; they look far more like mean war machines.

These are the baddies in my book. Who wants to be seen as the

good guys anyway? Alternatively, you can challenge a friend to indulge in a two-player game.

This makes the contest far more challenging, unless you're playing someone whose chess strategies leave a little to be desired.

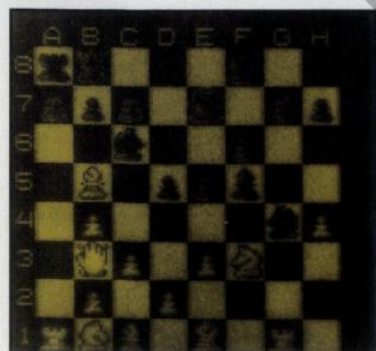
Chess is one of the greatest board-games ever and has certainly stood up to the test of time. It's good to see that this conversion lives up to its counterpart.

The speech is excellent and the graphics are very clear and uncomplicated. The options are also extremely helpful, especially the save game facility.

So, get your brain into gear and grab your Game Boy. Chess has changed from being a board-game played in the living room into a game to be played whenever and wherever you choose.

A most triumphant game in every respect. This game isn't for those who are of the opinion that chess is a boring chore.

Andy



Sshh... game in progress. Just a few more moves and it's check-mate with a bit of luck. Use the pieces wisely and victory's yours

FACT FILE

SOFTWARE HOUSE:
High Tech Expressions

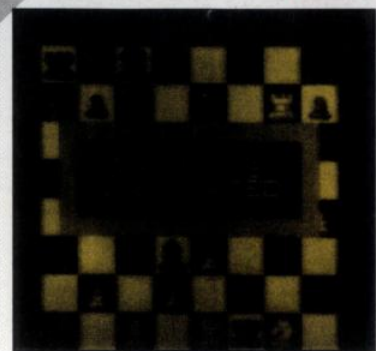
SUPPLIER: Console Plus

PRICE: £19.99

NO OF PLAYERS: 1 or 2
(link-up)

RELEASE DATE: Out now

AMERICAN IMPORT



Hmmm... not quite what I had in mind. The computer's caught me napping, made some good moves, and now I've lost. Oh well!

£9.99
26.100

FREE

CLASSIFIED ADVERTS

This is where you can make some cash and give other readers a chance for a bargain by advertising any bits and bobs, consoles, accessories, etc that you don't need or want any more.

SWAPS

● Will swap Who framed Roger Rabbit or R-Type for any good games of yours. I would really like Tiny Toons or Blade of Steel. Ring Kev on: 091 469 2220.

● I have 20 games for swap or sale. Please call Bradley on: 081 203 2826.

● I will swap my Game Boy World Cup for either Boulder Dash, Battletoads, All-Star Challenge or Bill and Ted. Call Giles on: 0252 876718.

● Will swap Game Boy with eight games for Game Gear with at least five games. Included are Megaman, Battletoads and carry case. Phone Dominic: 081 892 4509. Good condition essential.

● Swap Nemesis for Terminator 2. Game in plastic case only. No post deals, Wiltshire area only. Call Ben on: 0985 214185 after 5pm.

● To swap any of your Game Boy games apart from Tetris, phone Wigan: 0942 31337 after 4pm and ask for David.

● Will swap Game Boy Super Mario Land or Turtles; Fall of the Foot Clan for Mega Man or WWF Superstars. Call Stephen at Randalstown, tel: 73949.

● Swap my Super Kick Off or All-Star Challenge in mint condition, still boxed, for your MegaMan one or two or Prince of Persia. Phone Simon on: 0883 713552 now.

● I will swap my Game Boy with five games in top condition for Game Gear with two or more games or sell for £90. Ring David on: 0302 831368.

● Swap my Super Mario cart and Duck Tales for Super Kick Off and Revenge of the Gator or Simpsons Camp Deadly. Swap separately or together. Ring Kev on: 0823 274297, evenings.

● Will swap my Game Boy for Game Gear or Lynx 2. I have Tetris, F-1 Circuit, Mario, King of the Zoo and Chase HQ. Phone 021 706 9469 after 7pm any weekday. Ask for Matthew.

● Chase HQ for Game Boy, £10. Will swap Double Dragon for Gargoyle's Quest. Also Mario Land and Tetris for sale, £10. Call mark on: 081 953 6355.

● Will swap my Game Boy for Mega Drive. I have Mario, World Circuit series, King of the Zoo, Chase HQ, Tetris, plus new screen. Call Andrew any time on: 0831 431 978.

● I will swap my Simpson Camp Deadly for Tiny Toons, Kick Off, Castlevania 2 or Super Hunchback. If interested phone: 0703 227637 before 4.30pm and after 7.20pm weekdays and ask for Marion.

● Will swap Terminator 2 for Game Boy for Prince of Persia or Kick Off. Phone after 6pm, ask for Andrew on: 0226 752805.

● Game Boy games: Mario, Turtles, swap for any good games. All calls considered or sell for £20 each. Also for sale, Light Boy £25 boxed as new. Ring Mic on: 0689 856411.

● Swap my Game Boy game Gargoyle's Quest with instructions for either WWF, Bill and Teds, Super RC Pro Am, Kick Off, Nemesis, RoboCop 2. Leeds area only. Phone Chris on: 0532 842106.

● Swap any of my games for your Terminator 2, Jordan V Bird, or Tennis. Games include Wrestling, Mario, Baseball and more. Phone Michael on: 0207 55250. I'm desperate.

● Game Boy games to swap: Gremlins II, Spider-Man, Balloon Kid. Will swap for any good games or sell for £15 each. All in very good condition. Phone Ian on: 0793 762413.

● Great bargain, Lynx 2 with Chequered Flag. Swap for Game Boy with one or two games. If interested phone Mark on: 0392 423484.

● Swap my Game Boy games: World Cup and Spider-Man for any good games or sell for £16.50 each or £30 for both. Please phone Guy on: 0454 613784. All boxed, excellent condition.

● Swap Spider-Manor Fortress of Fear for any good games, preferably Hudson Hawk or T2 or will sell for £15. Phone Chris on: 041 956 2736. (Glasgow)

● Swap my Simpson Escape from Camp Deadly for Red October or Tennis or Super RC Pro Am. Call: 0274 815302.

● Swap my All-Star Challenge 2, Turtles 1 or Doctor Mario for any decent Game Boy game. Ask for Alex on: 061 973 3116 after 4pm except weekends. (Manchester)

● I will swap my Double Dragon for your Motor Cross Maniacs or Pit-Fighter. Phone Simon on: 081 868 2364 after 5pm. PS, I will sell for £10. Must live near Pinner.

WANTS

● Wanted, Mario Tennis. Will pay £10 to £15. Phone Lisa on: 021 303 5641 after 6pm.

● Wanted, female/male 15 plus to write to. Also wanted any cheap Game Boy games. Contact Mel Wilkes, 88 Gilpin Avenue, Hucclecote, Gloucester GL13 3DF.

● Wanted, Super Kick Off, Dr Franken and F-15 Strike Eagle. Will pay £16 or give Dr Mario, Tennis or Double Dragon. £6 for each. Write to: H Singh, 69 Blagreaes Lane, Littleover, Derby DE23 7FQ.

● Wanted, Bill and Ted, Terminator 2, Motorcross Maniacs, Bart Simpson's Escape from Camp Deadly. Willing to pay reasonable prices. Desperate! Phone now and ask for Matthew on: 0734 814781.

● I need a pen pal, must own a Game Boy and be between 10-12 years old. Write to Tom at 51 Avon Street, Evesham, Worcs WR11 4LQ. I'll be waiting.

● Wanted, Chessmaster for Game Boy. Must be in good condition. call: 0485 71741 after 4pm.

● Wanted, second-hand Game Boy with one game. Will pay £40. Phone Chris on: 0394 283929.

● Wanted, Game Boy with leads, Tetris and any other game. Must be in good condition, up to £40. Phone: 091 274 8554 after 6pm. Must live in Newcastle area.

SALES

● For sale, Game Boy WWF game, little used, £16.50, boxed. Phone: 0377 46751.

● Game Boy, five games, Game Light, earphones, two-player link. All boxed, sell for £150. Ring 0217042509.

● Hello viewers, Game Boy for sale, unused, contains headphones, plus two games: Golf and Snow Brothers. Going for £75, wow! Call James on: 0296 613017 after 4pm.

● Game Boy for sale, magnifier, 15 games, including Bart Simpson, Super Mario land, F-1 Race, Duck Tales, Double dragon, Balloon Kid, Batman. £230 or sell games separately. Phone James on: 0554 754296.

● Game Boy plus 18 games inc Operation C, Mario Land and Dr Mario. Most games rated high and all boxed. Reasonable offers around £200 please. If interested phone Jon on: 0909 500741.

● Game Boy with six games, magnifier, adapter and large carry case. Games include Bart's Escape, Duck Tales, Mario Land. Worth about £250. Will sell for £170 to £180. Phone: 0603 34947.

● Sales. One Game Boy game, Revenge of the Gator, full instructions, £15. Not boxed. Tel: 0896 245322.

● Game Boy games, Prince of Persia £15, Tennis £10. Also Game Light £10. Phone Robert on: 0344 771590. Everything in excellent condition, boxed as new with instructions.

● Game Boy games for sale or swap. Princess Blobette £10, WWF Wrestling £12, Castlevania 2 £15. All boxed with instructions and in good condition. Phone Gary on: 0494 483434.

● Game Boy, magnifier, light, three games: Tetris, Mario, Revenge of the Gator. Sell for £99 or swap for five Mega Drive games, not Altered Beast. Contact Luke Bussey, 6 Stony Path, Loughton, Essex IG10 15J.

● Game Boy games for sale, RoboCop and Tennis, £16 each or £30 for both. Call Alex on: 081 440 0401. Phone after 4pm on weekdays.

● Game Boy carts: R-Type, T2, Faceball, Burai Fighter, Operation C, Golf, Batman, Othello, Boulderdash, Radar Mission, £15 each inc p and p or swap for Lynx games. Phone Mark on: 0663 735052 evenings.

● For sale, T2 and Double Dragon 2. £20 for T2 and £18 for Double Dragon 2, or swap either for Navy Seals. Phone Tom on: 0934 863 425 (Bristol area).

● Sega Master System games for sale. Top games like Wonderboy, Shinobi, Donald Duck, Mickey Mouse etc. If interested phone Daniel on: 0408 633220. Cheap prices.

● Game Boy games for sale. Mario Land £15, Super RC Pro Am £18. Both English versions with full instructions. Phone David on: 091 3731556. Swaps considered.

● Game Boy, seven great games inc NBA2, Tennis and R-Type. Also four other great titles. Carry case and magnifier also included. Boxed, only £110. Call Phil on: 0242 231406 now.

● For sale, six Game Boy carts: F-1 Race, R-Type, T2, Nemesis, Turtles, Dynablaster, quite new, £10-£15. Phone Gurdy on: 081 599 8075 after 4pm for details.

MISC

● Sega Mega Drive for sale with 11 games, two joypads and a Japanese adapter. In good condition, worth over £500. Phone Nick on: 822844 (Cornwall) after 5pm. Weekdays only please.

● Game Gear five months warranty. Super Monaco and Super Kick Off games, power supply. All boxed as new, very good condition, £100 ono. Phone Jim on: 0582 840214.

● I'm selling my mini portable black and white TV, includes radio, for a good price at £550. So come on, phone Alex on: 0706 226343.

● Sam Coupe with disk drive and flash art program. Has all leads and emulators. Will sell for £95 or swap for a Master System. Call me on 0859 85235.

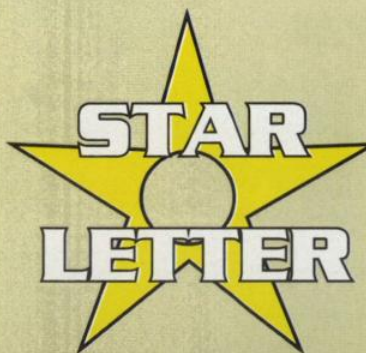
● I'll swap my Game Boy with four games and Game Light, all boxed as new, for a Game Gear with at least two games. Contact Russell on 091 416 4305.

Name

Address

Post code

Post to: GB Action Classifieds, Europa House, Adlington Park,
Macclesfield, Cheshire SK10 4NP



I'm the one to ask about all your embarrassing Game Boy problems. Trust me, I'm the Game Doctor. Put pen to paper and write to: Jason's Forum, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

Shedding Light

Q Dear Jason, We recently bought a light magnifier thingy for the Game Boy but we're a bit disappointed with the results as the light is a bit dim. Could you tell us which is the best and most reasonably priced light magnifier?

Also, I'm going to America in the near future and I was wondering if the games out

there are different to here and if the colour Game Boy is available?

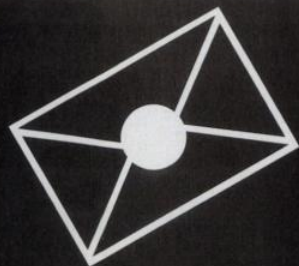
Bill, Ted, Wayne and Garth, Hockley, Essex.



I'm a bit suspicious about your dude-type names boys. All I can say is I'm glad I don't

have to clean your bedrooms! In issue three, we ran an accessories supplement called Accessorize, which would have given you all the information you needed about light and magnifier add-ons.

If you didn't manage to get hold of a copy, I can only say that, like all things in life, each light/magnifier has its pros and cons. For price and effect



Dear Jason, I'm a little confused about this Game Genie. I'm impressed that

it can help you discover new levels but once the codes are entered onto the cartridge are they permanent so that you cannot ever play the game in its original form?

What happens if you

Game Genie

enter the wrong codes? Can they be erased without messing up the cartridge? No wonder Nintendo are annoyed about it!

Also, how easy is it to make up your own codes and will the makers be releasing a magazine with up-to-date codes? I can understand Nintendo being uneasy about this new hardware!

Alan Jones, Middlesex.



Whoah there muddled of Middlesex. You seem a bit anxious and confused about the Game

Genie. We asked CodeMasters, the publishers of this neat bit of kit.

They assured us that the Genie has been designed to be easy to use, not to damage your Game Boy or ruin the cartridges in any way.

Nintendo lost a court battle and a fair few million dollars in America by trying to stop Galoob toys from selling the Game Genie.

As you can imagine, courts in America pick up on anything and if the Game Genie did do any damage it would have been brought up in court.

You will be able to customise codes easily with the Game Genie and you will be informed of new codes on a helpline and in magazines, our own included.

Home and Away

I've been forced to buy **Total and Game Zone** which are three or four months old by the time they get here. Also availability of new games could be better.

I hope that letting you know that **GBA** is a hit over in Australia will give you a warm tingling glow.

Tim Ballard, Lakemba, Australia.



It's always nice to know that our hard work is being appreciated and especially pleasing when it's praise

from abroad. I'm glad you feel you're getting the information you need from GB Action.

I'm sorry we can't get the

magazines over there any quicker. With regard to the availability of new games, the situation is only getting slightly better here in the UK.

My advice would be to find out whether there are any shops or mail order catalogues that deal in grey import software from Japan, which is a darn sight closer to you than it is to us. Ps, hope you like the Aboriginal cave painting.



I would plump for the light magnifier from Leda Marketing, priced £16.99.

As for your question about colour Game Boy availability, Nintendo are keeping tight-lipped about the machine and it really is in the balance whether it will be released or not.

Birthday Boy



Dear Jason, I've had a Game Boy since Christmas and I've bought five games so far, my

favourite being **Adventure Island**. I'm hoping to get **Double Dragon 2**, **Fortified Zone**, **Mega Man**, **King of the Zoo** and a battery pack.

Incidentally, could you tell me if **Final Fight** will be available on the Game Boy and when will the **Solar Boy** be released? Can you buy **F-1 Race** without the four-player adaptor or vice versa?

Stephen Sargeant, Liverpool.



What a lucky fella! Your birthday present list adds up to nearly £200. In my day I would have had an orange, a walnut,

a good hiding and no tea or telly!

Final Fight is unlikely to make it on the little screen because of the sheer size of the boxer sprites which would be a bit jerky and slow.

The **Solar Boy** is available now and priced at £24.99. As far as we know, the four-player adaptor only comes with the game **F-1 Race** and is not sold separately.

This is because there are so few four-player link-up games. For the moment, I can't really see the situation changing.

Reviews

Join George Foreman as he punches his way onto your GB screen... rotate through outer space with Asteroids... go all goose-pimpling annihilating the creepy-crawlies in Centipede... enter the cartoon world of Tom and Jerry... dress Barbie up to the nines... experience full 360 degree roll in F-15 Strike Eagle... blast your way through Xenon 2, and relish the incredible future sports game, Speedball 2.



Player's Guides

Time to gird your loins for more game busting revelations. Wipe the smile off the Joker's face in *Batman: Return of the Joker*... forge ahead in *Dragon's Lair* and make mincemeat out of the pirates in the second instalment of *Hook*.

Pinball Dreams on the Amiga has been a stunning success. Now check out the Game Boy conversion - the most accurate portable pinball you're ever likely to get... hop on your *Millenium Falcon* and follow the *Star Wars* saga... caper with the carnivores in *Joe and Mac: Caveman Ninja*... plus exclusive news on that fishy wonder, *Robocod*.



Feature

Bits, designers of the imminent interactive movie GB game, *Robin Hood: Prince of Thieves*, come clean on new ground-breaking projects currently on the boil.



Previews

Next issue out
October 29th

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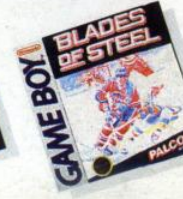
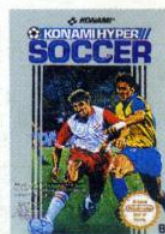
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